Character Bios

Characters, Intel, and the Paladin

When a devastating attack on an American base opens a terrorist war against the United States, elite agent and Splinter Cell Sam Fisher is asked to lead the newly formed 4th Echelon to confront the Blacklist threat.

Working with a team for the first time, Sam must transform from lone wolf to leader in time to prevent a series of devastating attacks on American soil. But as they grow deadlier, Sam's margin for error vanishes, and the choices he makes lead him to places he never thought he'd go.

Character Bios

Sam Fisher, Commander

The original Splinter Cell, Sam Fisher returned to active service to spearhead the initial 3rd Echelon field initiative at the request of his friend, Irving Lambert. Sam served until shortly after Lambert's death during his infiltration of domestic terror group John Brown's Army, at which point Sam walked away. Drawn back by Anna Grimsdóttir, Sam stopped the D.C. EMP Event and left the corrupt 3rd Echelon in ashes. After being reunited with his daughter Sarah, Sam chose to work part-time for Victor "Vic" Coste instead of rebuilding the agency. After the first Blacklist attack, Sam was thrust into the middle of the conflict. Now tapped to lead 4th Echelon, Sam must combine his unparalleled skills as a field agent with the leadership necessary to forge a team and stop the Blacklist.

Anna Grimsdóttir, Control

MAYFAIR
LONDON
LANSDOWNE MIL
COUNCIL
BERMONDSEY
HAMMERSMITH
ISLE OF DOGS
BATTERSEA PARK
NEW CROSS

A trusted advisor to President Patricia Caldwell and team liaison with the White House, Anna "Grim" Grimsdóttir is the driving force behind the new 4th Echelon initiative and spearheads the development of the SMI, a bleeding-edge analytics device. Grim is key to getting Sam the intel he needs to choose his missions, and to helping him survive them once he's in the field.

Isaac Briggs, Ops

NEXT BLACKLIST
AMERICAN CONSUMPTION
20 DAYS 01 HRS

A cool, analytical, relentless, and by-the-book CIA officer, Briggs was the first to see the signs of the impending Blacklist attacks. Prior to Blacklist Zero: American Power, Briggs pushed his findings to his superiors, but his warnings were disregarded in the weeks leading up to the attack. After he fell out of favor with the CIA, Anna Grimsdóttir, who had been following Briggs's career from afar, quickly had him seconded to 4th Echelon to serve as Sam Fisher's support in the field. In addition to being a superb analyst, Briggs is also a skilled marksman and driver; his talents are an excellent compliment to Sam's more freewheeling style.

Charlie Cole, Tech

A brilliant hacker and tech geek, Cole got himself into trouble at an early age with some of his online exploits, and in doing so attracted Anna Grimsdóttir's attention. Working for her, Charlie helped design the original SMI prototype. An instinctive smartass, Charlie is cocky, arrogant, and almost as good at his job as he think he is. While on board the Paladin, Charlie provides technical support, spearheads the onboard R&D efforts, and makes improvements to weapons, body armor, and field gear.

Victor "Vic" Coste, Paladin Nine Security

Victor "Vic" Anthony Christopher Coste is one of Sam Fisher's oldest friends. The two served together on SEAL Team Two in Iraq during the Gulf War in 1991. During their time in Iraq, Coste single-handedly rescued Sam from a hostage situation after Iraqi forces captured him during a disastrous mission. After leaving the Navy, Coste later became a private security consultant. Vic and Sam were working together for Vic's company, Paladin 9, when Vic was injured trying to protect Sam during Blacklist Zero: American Power.

Andriy Kobin, Arms Dealer

The son of a Ukrainian American shipping clerk from Baltimore, Kobin was a mid-level operative in the Ukrainian mob. The 3rd Echelon turned him into a useful, deniable asset. Asked to provide a body to help fake Sarah Fisher's death, Kobin did so, earning as a reward a ticket out of the country and a setup in Malta as a "fixer."

In the wake of the D.C. EMP Event, for which he had provided the actual pulse devices, Kobin went underground. Presumed dead by Anna Grimsdóttir, he set up shop as an arms dealer and operated profitably out of Benghazi after the regime change. However, after selling weapons used in American Power, he realized that either the Americans or his former customers would hunt him down. As such, he turned himself in to the CIA, exchanging intel for protection.

Patricia Caldwell, President of the United States

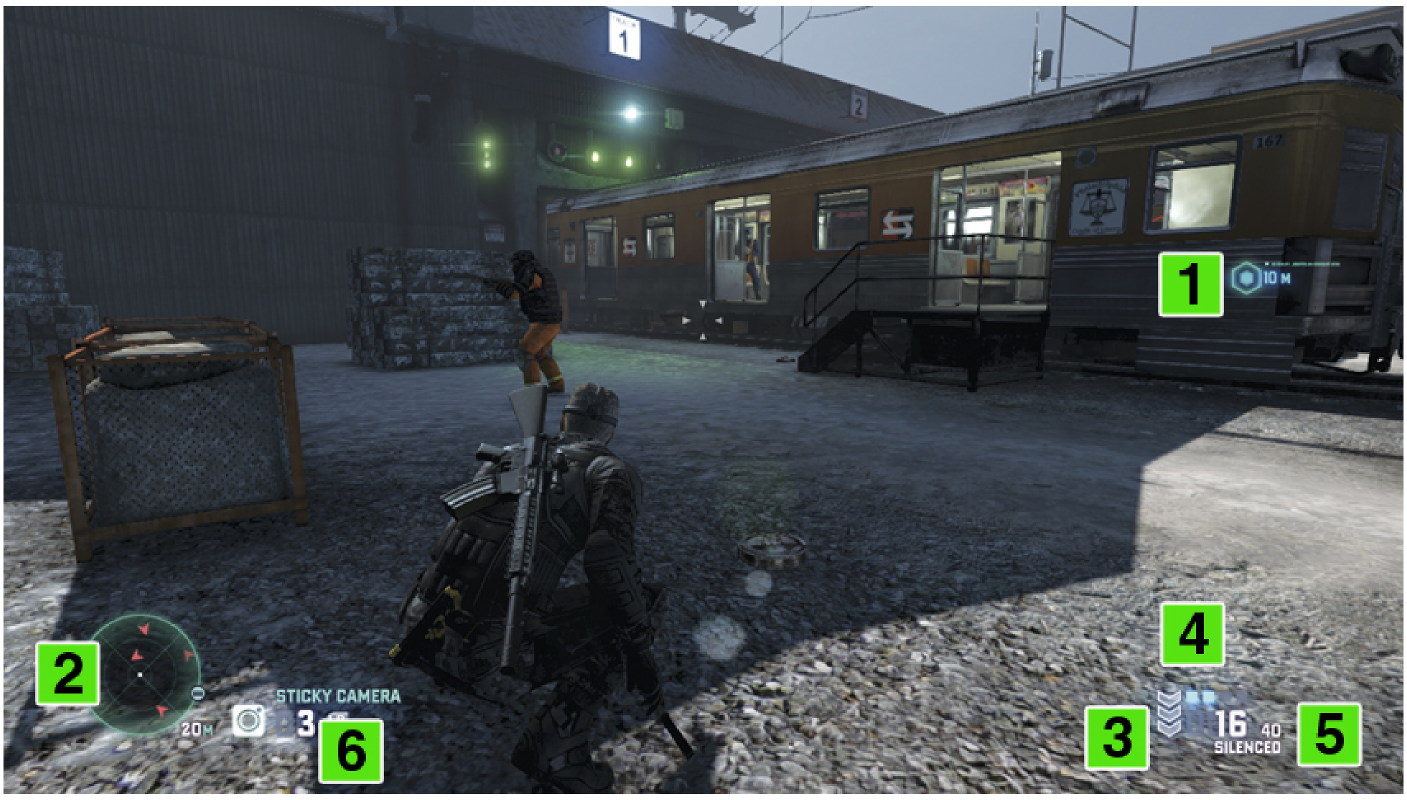
American's first female president, Caldwell was reelected after the shocking assault on the White House by "unknown terrorists" during the D.C. EMP Event.

Adjusting her policies to focus more on national security, Caldwell tasked Anna "Grim" Grimsdóttir with developing a blueprint for an elite black ops team that would report directly to the Oval Office. Grim's new 4th Echelon was designed to prevent another institutional failure like the one that corrupted 3rd Echelon and nearly brought down Caldwell's presidency.

Majid Sadiq, Engineer Leader

A former MI6 deep cover agent turned by the terrorists he was assigned to infiltrate, Sadiq is the best the Group of Twelve can find to put together their terrorist collective. Fluent in six languages and trained to be Sam Fisher's equal, he is an efficient, calculating mastermind. He's also done work for several of the countries in the Group of Twelve, not to mention Iran's Qods Force and the ousted regimes of Egypt and Libya. Trusted by all parties involved, driven by a cold hatred of the West, and brilliant at tactical planning, he is the tip of the spear that the Group of Twelve will turn against America. His ultimate goal is the destruction of the West, and the Blacklist—and all of the horror and death it generates—is just a means to this end.

Interface: Using the HUD



1. Waypoint Marker

This icon represents the current waypoint, along with the distance to the waypoint, measured in meters. Follow waypoints to navigate the area of operations, moving from one objective to the next.

2. Radar

The white dot in the middle represents your location in relation to other hostiles or items. Detected hostiles, drones, and security cameras appear on the Radar as either red diamonds or red arrows. Two half circles on either side of a hostile icon means they are alerted to your presence. High Value Targets appear as a red circle with a diamond or arrow in the middle. Dead Drops, Blacklist Laptops, and Supply Caches are shown as a white icon representing their type. The number underneath the Radar represents how many meters you can see around you.

3. Execute Gauge

When the icons are red, you can Mark hostiles and use your Execute Ability. When the icons are white, you are unable to use your Execute Ability, but you can Mark hostiles ahead of time for when your ability is ready for use.

Note

In Perfectionist mode, you can mark your enemies to track them, but you can't use your Execute Ability

4. Magazine Ammo

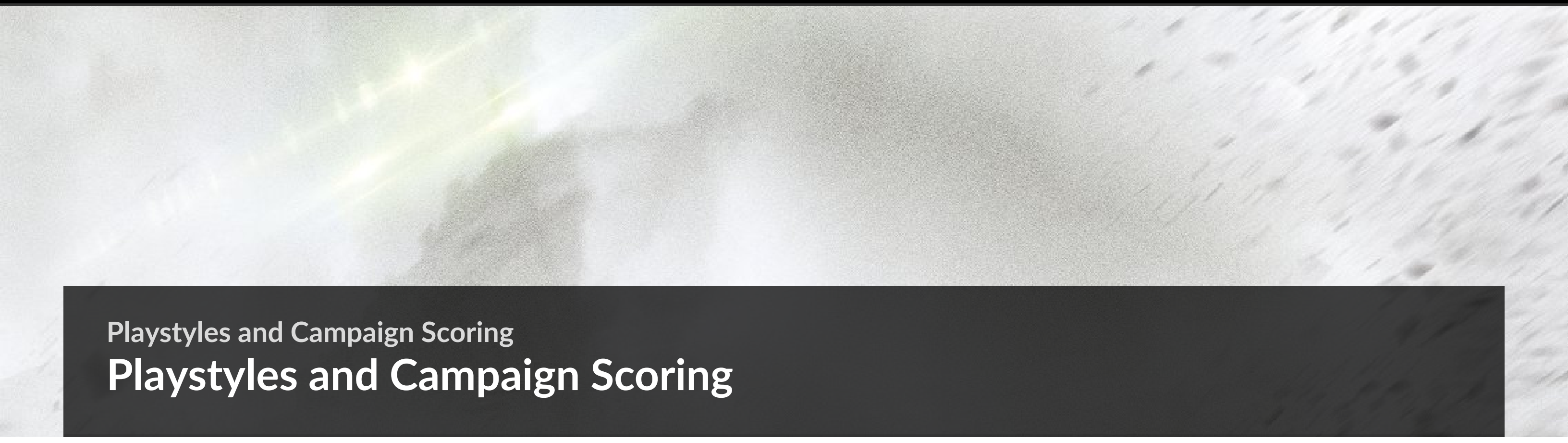
This number represents the number of rounds remaining in your selected weapon's magazine. Reloading happens automatically when a magazine is empty.

5. Reserve Ammo

This number represents the total number of rounds you're carrying in spare magazines.

6. Item Count

When a gadget or grenade is selected for use, the name and the number remaining are shown here.



Playstyles and Campaign Scoring

Playstyles and Campaign Scoring

Before launching into the Campaign, take a moment to become familiar with the various playstyles as well as the Blacklist score system. In Single Player and Co-op, you can score points in three different playstyles:

Ghost: Pure Stealth

A Ghost completes objectives unseen, with minimal engagement with hostiles and no evidence left behind. You earn Ghost points by remaining undetected during a mission and by avoiding killing hostiles. Use only nonlethal techniques when confrontation is unavoidable.

Panther: Silent, Deadly

A Panther stalks his prey unseen, and strikes only when the kill is assured. You earn Panther points by killing hostiles while remaining undetected. Use silenced weapons and lethal hand-to-hand strikes to pick off hostiles from the shadows.

Assault: Open Combat

An Assault specialist does not fear open combat, facing hostiles head-on without the protection of stealth. You earn Assault points by neutralizing hostiles in combat. Use unsilenced weapons and explosive grenades to gain supremacy on the battlefield.

Your goal is to beat the Target Score for a mission in any one playstyle to master the mission in that playstyle, which grants you additional bonus points. Check the mastery tab in Mission Details to see which playstyles you've already mastered.

After Action Report

At the end of each mission or match, your performance is tallied in the After Action Report. The higher you score, the more money you can earn for additional weapons, gadgets, and upgrades. Try harder difficulty modes or upgrade the Paladin to earn even more cash.

Note

In Co-op, both players earn the full amount of money from a mission, so you needn't worry about splitting your earnings.

Earning and Spending

You earn money from every Single Player and Co-op mission you complete and in every public Spies Vs. Mercs match you play. You can spend money to:

- Customize Gear: Unlock new weapons, gadgets, Ops Suit, and goggles, and customize them with upgrades.
- Upgrade Paladin: Improving 4th Echelon's headquarters gives various benefits, including boosting the rate at which you earn money.

Blacklist Scoring

You earn points by killing hostiles on the battlefield. To earn more points, you have to learn how to be an efficient killing machine. You earn Efficiency Points by eliminating multiple hostiles in one fell swoop within a single playstyle.

Bonuses: Single Player and 4E Missions

- Time Bonus: Complete missions quickly for a higher score.
- Hidden Paths: Look for alternate ways to reach your goal, including pipes and vents.
- Hiding Bodies: Pick up bodies and hide the evidence to avoid suspicion.
- 4E Multiplier: Upgrade the 4th Echelon headquarters, the Paladin, to earn more money for every point you score.

4th Echelon Headquarters: The Paladin

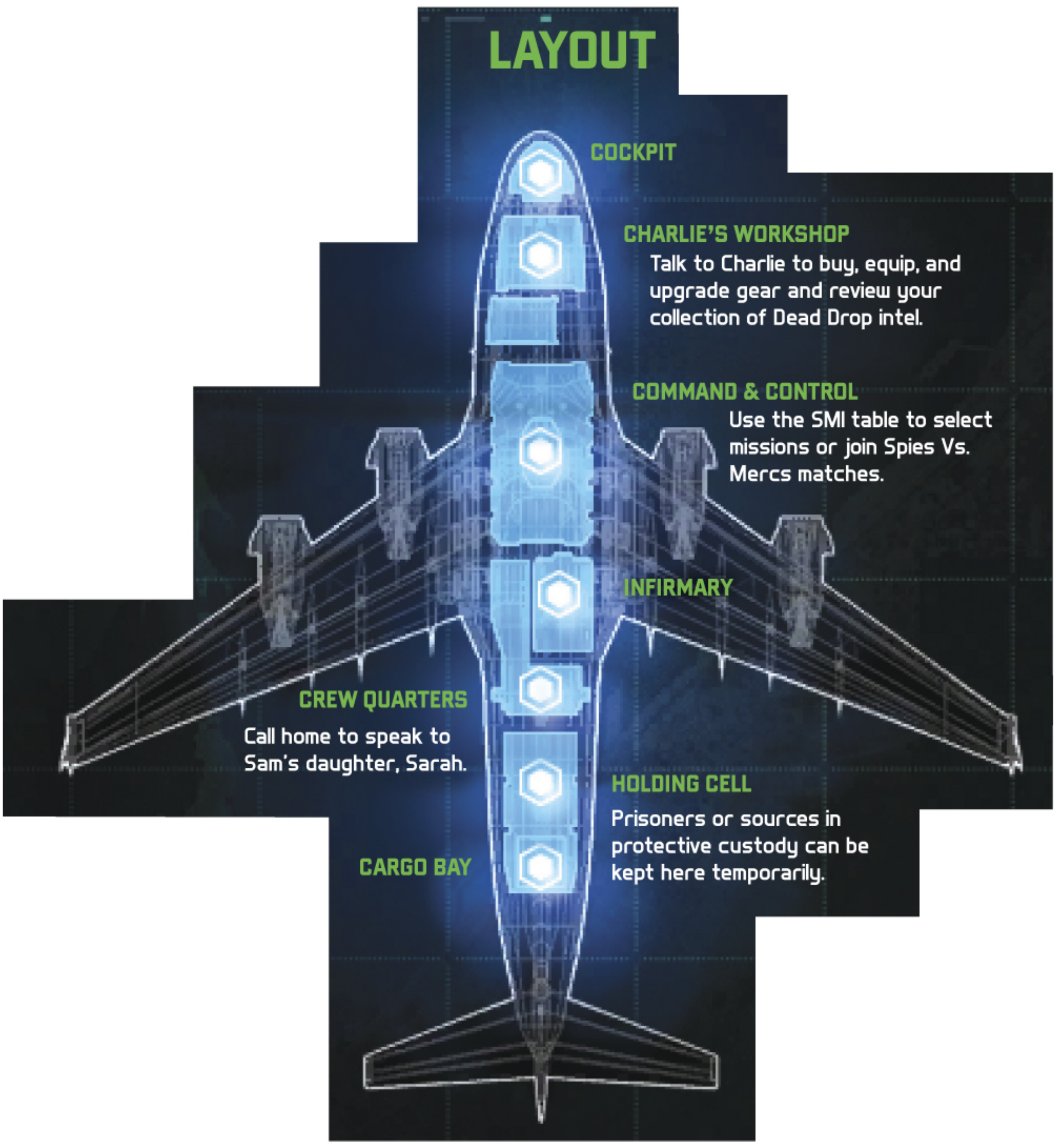
The Paladin is 4th Echelon's (4E) mobile headquarters, and the place you call "home" between missions. It's a state-of-the-art aircraft complete with its own pilots, onboard staff who gathers intel regarding the Blacklist attacks around the world, workshop, infirmary, and holding cells. While aboard the aircraft you can:

- Customize your gear.
- Launch Campaign and 4E Missions, or Spies Vs. Mercs matches.
- Talk to your 4th Echelon team members for leads on side operations.

The SMI

At the heart of the 4th Echelon's analytical capabilities is the SMI, or Strategic Mission Interface. From this sophisticated device, Sam and his crew are tapped into communications, military, intelligence, and media sources around the world, providing them with data and analysis on any mission, any target, and any source.

Use the SMI to browse through missions, find and join friends playing online, and matchmake into Co-op and Spies Vs. Mercs games. You can access the SMI using the table in the Command and Control aboard the Paladin, or by selecting SMI Map from the Pause menu.


LAYOUT
COCKPIT
CHARLIE'S WORKSHOP
COMMAND & CONTROL
INFIRMARY
CREW QUARTERS
HOLDING CELL
CARGO BAY

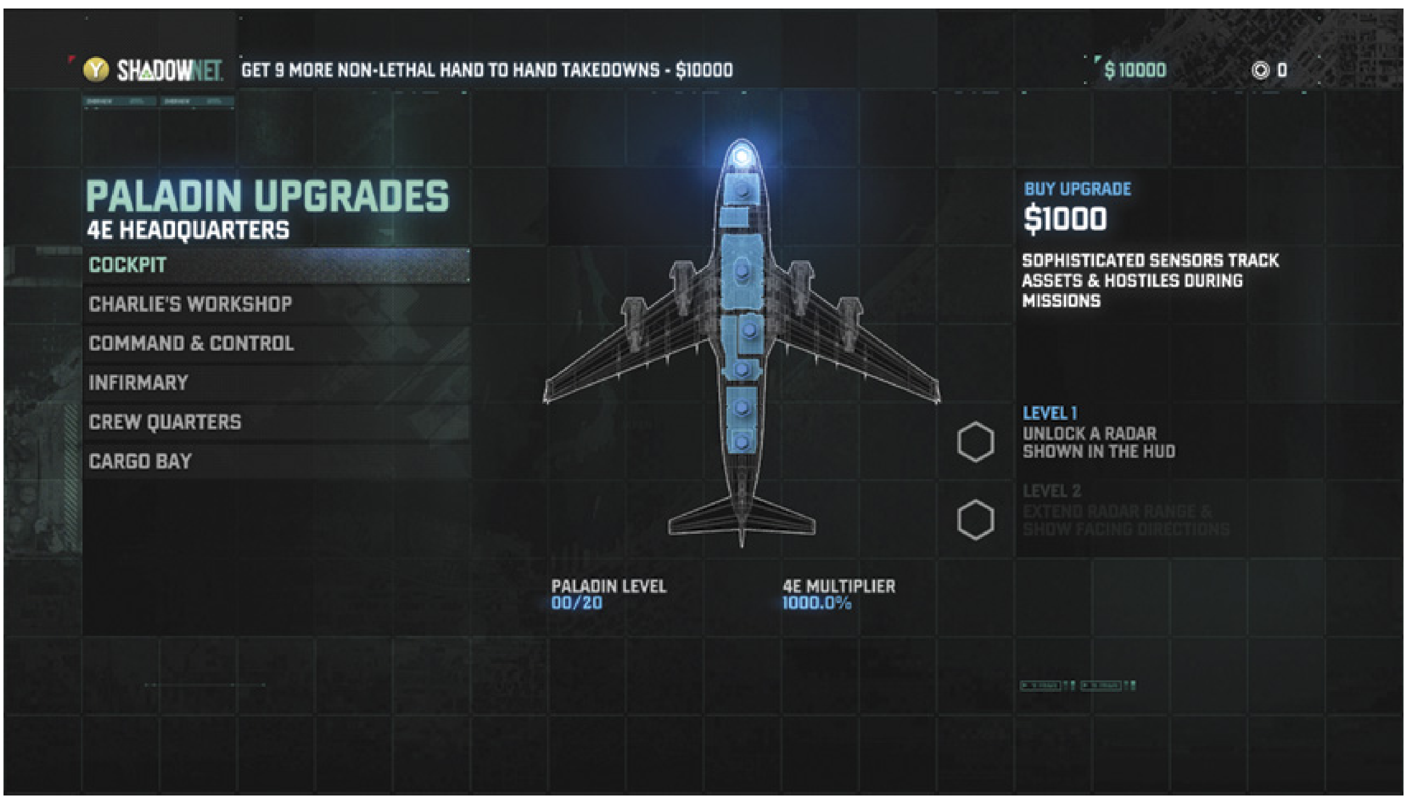
Talk to Charlie to buy, equip, and upgrade gear and review your collection of Dead Drop intel.

Use the SMI table to select missions or join Spies Vs. Mercs matches.

Call home to speak to Sam's daughter, Sarah.

Prisoners or sources in protective custody can be kept here temporarily.

Upgrading The Paladin


SHADOWNET
GET 9 MORE NON-LETHAL HAND TO HAND TAKEDOWNS - $10000
$ 10000
0
PALADIN UPGRADES
4E HEADQUARTERS
COCKPIT
CHARLIE'S WORKSHOP
COMMAND & CONTROL
INFIRMARY
CREW QUARTERS
CARGO BAY
BUY UPGRADE
$1000
PALADIN LEVEL
00/20
4E MULTIPLIER
1000.0%
LEVEL 1
LEVEL 2

SOPHISTICATED SENSORS TRACK ASSETS & HOSTILES DURING MISSIONS

UNLOCK A RADAR SHOWN IN THE HUD

EXTEND RADAR RANGE & SHOW FACING DIRECTIONS

When you want to upgrade the Paladin, talk to Grim and choose Plane Upgrades to decide where you want to make improvements. Upgrades include sourcing and acquiring new gear, boosting Sam's and Briggs's performance in the field, and adding and enhancing functionality to your Radar in the HUD. The higher your Paladin Upgrade Level, the more cash you will earn at the end of each Campaign and 4E mission, and Spies Vs. Mercs matches.

Eyes Only

Equipment Specifications, Trophies, and Achievements

EYES ONLY

Equipment Type: Gadgets

Subcategory	Name	Description	Upgrade Slots	Price	Unlock Requirement
Recon & Distraction	Sticky Noisemaker	Sticks to walls and floors, emitting sounds to distract nearby enemies.	—	—	Default
Recon & Distraction	Sticky Camera	Sticks to surfaces to give you a remote view—it can also attract and knock out guards with Sleeping Gas.	1	—	Default
Recon & Distraction	Sticky EMP	Generates a miniature electromagnetic pulse, temporarily disabling nearby lights and electronics.	—	$18,000	Purchase to unlock.
Recon & Distraction	Tri-Rotor	A remote-controlled flying recon drone, capable of incapacitating hostiles with Sticky Shocker darts.	1	$40,500	Purchase to unlock.
Gas Grenades	Smoke Grenade	Releases a thick cloud of smoke, blinding to the naked eye but not sonar goggles.	—	—	Default
Gas Grenades	Tear Gas	Releases a chemical mist to incapacitate enemies.	—	$18,000	Purchase to unlock.
Gas Grenades	Sleeping Gas	Releases a cloud of fumes that quickly put enemies to sleep.	—	$27,000	Purchase Tear Gas to unlock.
Explosive Grenades	Flashbang	Explodes with a concussive blast and blinding flare, temporarily stunning enemies.	—	$16,000	Purchase to unlock.
Explosive Grenades	Frag Grenade	Explosive grenade that fragments into deadly shrapnel.	—	$24,250	Purchase Flashbang to unlock.
Explosive Grenades	Incendiary Grenade	Explosive grenade that engulfs an area in flames for several seconds.	—	$48,500	Purchase Incendiary Grenade to unlock.
Mines & Charges	Proximity Shocker	Sticks to surfaces and fires electric darts when enemies get close, nonlethally subduing them.	—	$27,000	Default
Mines & Charges	Proximity Mine	Sticks to walls and floors, detonating when hostiles get close.	—	$48,500	Purchase Proximity Shocker to unlock.
Mines & Charges	Breaching Charge	Door-mounted charge that explodes inwards, killing anyone on the other side.	—	$10,000	Purchase Proximity Mine to unlock.

Equipment Type: Goggles

Subcategory	Name	Description	Upgrade Slots	Price	Unlock Requirement
Goggles	Standard Goggles	4th Echelon's standard-issue night vision system.	Camo Pattern Only.	—	Default
Goggles	Sonar Pulse	Adds a sonar mode that reveals hostiles through walls.	Camo Pattern Only.	$100,000	Purchase to unlock. Free from Charlie after American Consumption mission.
Goggles	Footprint Tracking	Reveals traces of recent passage.	Camo Pattern Only.	$27,000	Purchase Sonar Pulse.
Goggles	Colorized Imaging	Improves on earlier goggles with colorized image analysis up to 15 m.	Camo Pattern Only.	$44,000	Purchase Footprint Tracking.
Goggles	Ambient Sonar	Uses ambient sounds to track targets between sonar pulses.	Camo Pattern Only.	$63,750	Purchase Colorized Imaging.
Goggles	High Frequency	Increases sonar pulse frequency and reduces movement distortion.	Camo Pattern Only.	$86,250	Purchase Ambient Sonar.
Goggles	Long Range	Increases range to 20 m, in addition to all previous upgrades.	Camo Pattern Only.	$113,000	Purchase High Frequency.
Goggles	Integrated Optics	Alternate form factor for long-range goggles.	Camo Pattern Only.	$30,000	Purchase Long Range.
Goggles	Alpha Goggles	Presents colorized image analysis up to a 15 m range.	Camo Pattern Only.		***ULC/DLC***

Equipment Type: Ops Suit

Category	Subcategory	Name	Description	Upgrade Slots	Price	Armor	Stealth	Weapon Handling	Gadgets	Pistol Mags
Torso	N/A	Classic Ops Suit	Base tactical kit offers some protection from damage and room for two gadgets.	Camo Pattern Only.	N/A	1	1	—	2	—
Torso	Stealth	Tactical Mesh	Lightweight breathable mesh provides basic protection and additional pistol mag capacity.	Camo Pattern Only.	$48,000	1	2	—	3	—
Torso	Stealth	Nanopolymer Coating	Carbon nanofiber & AB weave suppresses movement sounds and adds gadget capacity.	Camo Pattern Only.	$64,750	1	6	—	3	1
Torso	Stealth									
Torso	Combat	Kevlar Weave	AB fabric weave provides protection and additional sidearm mag slots.	Camo Pattern Only.	$48,000	2	—	—	2	—
Torso	Combat	AB Gel	AB gel suit designed to provide additional sidearm magazines.	Camo Pattern Only.	$64,750	6	—	—	3	2
Torso	Combat									
Torso	Exclusive	Upper Echelon Suit	Sam Fisher's body armor from Chaos Theory carries extra gadgets and Crossbow bolts.	Camo Pattern Only.		1	5	—	3	2
Torso	Exclusive	4E Eclipse Suit	Reimagined version of 3rd Echelon's classic Mark 7 special ops suit.	Camo Pattern Only.		4	5	—	3	1
Torso	Exclusive	Raven Suit	Voron's SV1 special ops suit—used by Voron field operatives for covert operations.	—		6	0	—	2	2
Torso	Exclusive	Revenant Suit	Used by elite Voron agents for its durable construction and additional space for gadgets and ammo.	Camo Pattern Only.		6	2	—	2	2
Torso	Exclusive	Alpha Suit	Multicomponent construction provides improved protection and better ammo and gadget carrying capacity.	—		6	-1	—	3	1
Gloves	N/A	Classic Gloves	4th Echelon's standard—issue gloves.	Camo Pattern Only.	N/A	—	—	1	—	—
Gloves	N/A	Covert	AB fabric weave provides a better grip, allowing for faster reloads and weapon swaps.	Camo Pattern Only.	$16,000	—	—	3	—	—
Gloves	N/A	Operative	Designed for ease of use in swapping weapons or magazines with advanced composites.	Camo Pattern Only.	$21,600	—	—	5	—	—
Gloves	N/A	Sharpshooter	Lightweight construction improves reload and weapon switching times.	Camo Pattern Only.	$31,750	—	—	6	—	—
Gloves	N/A	Marksman	Smooth handling makes for faster weapon manipulation and reloads.	Camo Pattern Only.	$43,750	—	—	7	—	—
Gloves	N/A	Gunslinger	Designed to allow for faster weapon switching and reloads while offering maximum protection.	Camo Pattern Only.	$58,250	—	—	8	—	—
Gloves	N/A	Deadeye	Nanofiber composite grips better, allowing for fast reloads and weapon swaps.	Camo Pattern Only.	$76,000	—	—	10	—	—
Gloves	Exclusive	Upper Echelon Suit	Designed for elite agents to allow quick weapon swap-outs and reloads.	Camo Pattern Only.		—	—	6	—	—
Gloves	Exclusive	4E Eclipse Suit	Classic 3rd Echelon design allows for quicker weapon swaps and reloads.	Camo Pattern Only.		—	—	6	—	—
Gloves	Exclusive	Raven Suit	Field-tested to cut down on time spent on weapon swapping and reloading.	—		—	—	6	—	—
Gloves	Exclusive	Revenant Suit	Glove used by elite Voron agents, enabling them to change weapons and reload faster.	Camo Pattern Only.		—	—	8	—	—
Gloves	Exclusive	Alpha Suit	Reload and swap weapons faster.	—		—	—	7	—	—
Gloves	Exclusive	Tactical Glove	Change weapons and reload faster.	—		—	—	4	—	—
Pants	N/A	Classic Ops Suit	Offers some protection from damage, with room for two gadgets.	Camo Pattern Only.	N/A	1	1	—	2	—
Pants	Stealth	Tactical Mesh	Tactical mesh construction reduces movement noise.	Camo Pattern Only.	$40,000	1	2	—	2	—
Pants	Stealth	Nanopolymer Coating	Packs an extra gadget while nanopolymer coating reduces movement sounds.	Camo Pattern Only.	$54,000	1	3	—	3	1
Pants	Stealth	Stealth Nanofiber	Carbon nanofiber weave greatly reduces movement sound.	Camo Pattern Only.	—	1	6	—	4	2
Pants	Combat	Kevlar Weave	Sturdy pants that trade gadget space for additional rifle magazines.	Camo Pattern Only.	$40,000	2	—	—	1	—
Pants	Combat	AB Gel	Armored pants with capacity for one gadget but multiple rifle mags.	Camo Pattern Only.	$54,000	4	—	—	2	2
Pants	Combat	Ceramic Plate	Holds extra magazine and gadgets, while scale mail construction provides high-end protection.	Camo Pattern Only.	—	6	—	—	3	2
Pants	Exclusive	Upper Echelon Suit	Sam Fisher's pants from Chaos Theory carries extra gadgets and crossbow bolts.	Camo Pattern Only.		1	4	—	3	1
Pants	Exclusive	4E Eclipse Suit	Updated version of 3rd Echelon's classic Mark 7 special ops pants.	Camo Pattern Only.		3	4	—	3	1
Pants	Exclusive	Raven Suit	Voron's SV1 special ops pants—standard gear for Voron field operatives on covert operations.	—		5	-1	—	2	2
Pants	Exclusive	Revenant Suit	Reduces damage and provides space for additional gadgets and ammunition of all types.	Camo Pattern Only.		6	2	—	3	1
Pants	Exclusive	Alpha Suit	Reduces damage and provides space for additional gadgets and ammunition of all types.	—	$42,750	5	—	—	3	1
Boots	N/A	Classic Ops Suit	Offers some protection from damage.	Camo Pattern Only.	N/A	1	1	—	—	—
Boots	Stealth	Tactical Mesh	Padded boots reduce movement noise.	Camo Pattern Only.	$16,000	1	2	—	—	—
Boots	Stealth	Nanopolymer Coating	Padded boots reduce movement noise.	Camo Pattern Only.	$21,600	1	3	—	—	—
Boots	Stealth	Stealth Nanofiber	Nanofiber construction reduces movement sound.	Camo Pattern Only.	$31,570	1	4	—	—	—
Boots	Combat	Kevlar Weave	AB fabric construction protects against damage.	Camo Pattern Only.	$16,000	2	—	—	—	—
Boots	Combat	AB Gel	Provides increased protection from damage.	Camo Pattern Only.	$21,600	3	—	—	—	—
Boots	Combat	Ceramic Plate	Overlapping armor plate inserts greatly reduce damage.	Camo Pattern Only.	$31,750	4	—	—	—	—
Boots	Exclusive	Upper Echelon Suit	Sam Fisher's boots from Chaos Theory reduce damage.	Camo Pattern Only.		1	3	—	—	—
Boots	Exclusive	4E Eclipse Suit	Updated version of 3rd Echelon's classic Mark 7 special ops boots reduce movement noise.	Camo Pattern Only.		2	3	—	—	—
Boots	Exclusive	Raven Suit	Voron's SV1 special ops boots —used by Voron field operatives for covert operations.	—		3	—1	—	—	—
Boots	Exclusive	Revenant Suit	Protects against damage.	Camo Pattern Only.		4	2	—	—	—
Boots	Exclusive	Alpha Suit	Protects against damage.	—	$42,750	3	—	—	—	—
Boots	Exclusive	Whisper Boots	Padded to reduce the sound of footsteps.	—		-1	2	—	—	—
Boots	Exclusive	MBS Boots	Armored boots provide increased protection.	—		2	-1	—	—	—
Lights	—	Classic Green	510 nm wavelength ops suit systems.	—	—	—	—	—	—	—
Lights	—	Topaz	590 nm wavelength ops suit systems.	—	$5,000	—	—	—	—	—
Lights	—	Navy	475 nm wavelength ops suit systems.	—	$10,000	—	—	—	—	—
Lights	—	Voron Red	650 nm wavelength ops suit systems.	—	$10,000	—	—	—	—	—
Lights	—	Pink	405–660 nm hybrid ops suit systems.	—	$10,000	—	—	—	—	—
Lights	—	Violet	400 nm wavelength ops suit systems.	—	$20,000	—	—	—	—	—
Lights	—	White	Wide spectrum ops suit systems.	—	$20,000	—	—	—	—	—
Lights	—	Gold	570 nm wavelength ops suit systems.	—	$20,000	—	—	—	—	—
Lights	—	Amber	600 nm wavelength ops suit systems.	—	$20,000	—	—	—	—	—
Lights	—	Ghost Blue	500 nm wavelength ops suit systems.	—	$20,000	—	—	—	—	—

Equipment Type: Pistol

Category	Subcategory	Name	Description	Upgrade Slots	Price	Power	Accuracy	Range	Control	Magazine Size
Pistol	4E Pistols	PX4 Storm .45	State of the art semi-automatic pistol designed for customization.	5	—	4	5	4	6	10
Pistol	4E Pistols	F40	The latest extreme conditions pistol, featuring a low slide profile.	5	$50,000	5	6	5	7	16
Pistol	4E Pistols	5.7 USG	Sam's signature suppressed pistol, a lightweight semi-automatic.	5	$93,500	6	8	7	9	20
Pistol	4E Pistols	Proto Pistol	Always suppressed, a lightweight, high-capacity semi-automatic.	5	$149,250	8	10	8	10	18
Pistol	4E Pistols	75-SP1	High-capacity steel pistol, effective for aiming in poor visibility.	5		5	10	6	10	18
Pistol	4E Pistols	USP45	Tactical semi-automatic, featuring mechanical recoil reduction.	7		7	9	7	8	12
Pistol	Black Market	D50	High caliber, unsuppressed, with massive stopping power.	4	$65,500	11	6	10	5	7
Pistol	Black Market	Makarov PM-B	Well-balanced Russian semi-automatic good for tactical operations.	5	$80,750	4	8	3	9	8

Equipment Type: Alternate Weapon

Category	Subcategory	Name	Description	Upgrade Slots	Price	Power	Accuracy	Range	Control	Magazine Size
Alternate Weapon	Submachine Guns	MP7A1	Lightweight polymer-based SMG designed to penetrate body armor.	6	N/A	8	10	10	12	20
Alternate Weapon	Submachine Guns	Vector .45ACP	Features a recoil reduction system to minimize muzzle climb.	7	$60,000	5	6	5	9	13
Alternate Weapon	Submachine Guns	UMP45	A stable magazine fed SMG with stopping power at medium ranges.	7	$97,250	6	8	7	10	25
Alternate Weapon	Submachine Guns	Proto SMG	Custom built, suppressed, perfect for sustained stealth missions.	6	$122,750	8	11	9	12	40
Alternate Weapon	Submachine Guns	MP5/10	Classic submachine gun chambered in a heavier 10 mm round.	6		6	9	7	8	20
Alternate Weapon	Submachine Guns	PP19	A close-range SMG designed for counter-terrorism law enforcement.	5		4	5	6	9	53
Alternate Weapon	Assault Rifles	FAMAS	Unsuppressed bullpup configuration assault rifle.	4	$65,000	9	10	10	6	30
Alternate Weapon	Assault Rifles	416	Developed in conjunction with elite US counter-terrorist forces.	7	$100,750	12	11	10	7	30
Alternate Weapon	Assault Rifles	Honey Badger	An integrally suppressed short barrelled rifle.	5	$146,250	14	12	12	9	30
Alternate Weapon	Assault Rifles	Proto Rifle	Custom silent assault rifle for long-range stealth engagements.	7	$176,000	15	13	13	11	30
Alternate Weapon	Assault Rifles	ARX160	Ultra-light polymer construction with a chrome-lined barrel.	8		12	12	12	8	30
Alternate Weapon	Assault Rifles	SA-58 OSW	A personal defense weapon that fires massive 7.62 rounds.	6		15	9	12	10	20
Alternate Weapon	Assault Rifles	G36C	Features carbon fiber reinforced polyamide construction.	7		13	11	11	8	30
Alternate Weapon	Sniper Rifles	SR-25	Standard-issue supressed sniper rifle.	5	$85,000	15	16	14	7	10
Alternate Weapon	Sniper Rifles	Proto Sniper	Custom semi-automatic suppressed SR using the latest materials.	5	$103,750	17	17	16	7	8
Alternate Weapon	Shotguns	M1014	A self-regulating gas-operated semi-automatic shotgun.	5	$45,000	14	5	6	8	8
Alternate Weapon	Shotguns	Proto Shotgun	A custom-made suppressed semi-automatic 12 gauge.	7	$58,250	16	6	7	10	8
Alternate Weapon	Shotguns	ACS-12	A fully automatic shotgun with excellent recoil recovery.	4		13	6	8	9	8
Alternate Weapon	Black Market	MAC-11	Ultra-compact machine pistol with a very high rate of fire.	5	$68,000	5	4	3	9	12
Alternate Weapon	Black Market	PP2000	Specialist SMG designed for close quarters special operations.	6	$76,250	5	6	6	5	20
Alternate Weapon	Black Market	AK-47	The archetypal assault rifle.	6	$70,500	12	6	12	5	30
Alternate Weapon	Black Market	SVU	Russian-made sniper rifle featuring a bullpup configuration.	3	$80,750	14	14	15	9	10
Alternate Weapon	Black Market	RMB-93	A forward-slide action 12 gauge designed for compactness.	6	$45,250	15	8	7	5	6
Alternate Weapon	Black Market	PFS-12	High-capacity lightweight modular SMG for flexible customization.	6	$84,750	5	9	5	8	30
Alternate Weapon	Black Market	AKS-74U	Unsuppressed assault rifle with long-range stopping power.	7	$80,000	10	8	9	7	30
Alternate Weapon	Black Market	Goblin	Short barrel tactical assault rifle with low recoil for its class.	7	$89,750	10	10	10	8	30
Alternate Weapon	Black Market	VSS	A classic integrally suppressed sniper rifle from the Eastern bloc.	4	$80,500	8	15	10	12	10
Alternate Weapon	Black Market	SASG-12	A Russian-made semi-automatic magazine fed 12 gauge shotgun.	5	$51,750	12	4	5	7	8

Equipment Special Weapon

Category	Name	Description	Upgrade Slots	Price	Power	Accuracy	Range	Control	Magazine Size	Silencer Available?
Special Weapon	Stun Gun	CO2-driven pistol fires nonlethal Sticky Shocker darts.	—	—	4	8	6	7	3	Yes
Special Weapon	Crossbow	Fires a diverse array of nonlethal bolts in complete silence.	4	$85,000	4	12	10	8	3	Yes

Equipment Type: Gadgets

Gadget: Sticky Camera

Upgrade Name	Description	Price	Unlock Requirement
Flash Charge	Detonate the camera with a stunning flash.	$4,200	Purchase to unlock.
Plastic Explosive	Explode the Sticky Camera into deadly shrapnel like a Frag Grenade or merely stun.	$6,000	Purchase Flash Charge to unlock.

Gadget: Gadget: Tri-Rotor

Upgrade Name	Description	Price	Unlock Requirement
Offensive Measures	Equips the Tri-Rotor with a deadly self-destruct explosive charge.	$15,300	Purchase to unlock.
Tri-Rotor Sonar	Adds an automatic sonar scanning pulse, in addition to offensive measures.	$21,900	Purchase Offensive Measures to unlock.

Equipment Type: Upgrades—Pistol

	Attachment	Description	Power	Accuracy	Range	Control	PX4 Storm .45	F40	5.7 USG	Proto Pistol	75-SP1	USP
Optics	Red Dot Sight	Adds a sight with collimated LED for increased aiming precision.	—	2	—	—	$3,100	$5,850	$12,200	$19,600	$14,200	$16,70
Optics	Holo Sight	Holographic projected reticle enables faster targeting.	—	—	—	2	$4,150	$7,800	$16,200	$26,250	$18,900	$22,25
Rails	Laser Sight	Increases free aim accuracy and overall weapon precision.	—	1	—	1	$3,100	$5,850	$12,200	$19,600	$14,200	$16,70
Muzzle	Silencer	The suppressor attachment enables the pistol to fire silently.	-1	—	—	—	Default	Default	—	—	—	Default
Ammo	Hollow Point	Deals more damage to enemies and increases lethality at range.	1	—	1	—	$2,075	$3,900	$8,100	$13,100	$9,450	$11,10
Ammo	Armor Piercing	Deals considerably more damage versus armor than standard issue.	3	—	—	—	$3,100	$5,850	$12,200	$19,600	$14,200	$16,70
Ammo	Match Grade Ammo	Increases long-distance precision and range.	—	2	1	—	$4,150	$7,800	$16,200	$26,250	$18,900	$22,25
Internal	Bolt Blueprinting	Improves accuracy over sustained firing for tighter groups.	—	2	—	—	$2,075	$3,900	$8,100	$13,100	$9,450	$11,10
Internal	Weight Balance	Adjusts the distribution of weight to improve control when aiming.	—	1	—	1	$2,075	$3,900	$8,100	$13,100	$9,450	$11,10
Internal	Match Grade Trigger	Improves weapon consistency, making it easier to control.	—	—	—	2	$2,500	$4,700	$9,750	$15,700	$11,300	$13,40
Internal	Accurized Barrel	Improves accuracy by fine-tuning the weapon barrel and chamber.	—	2	—	—	$3,350	$6,250	$13,000	$20,900	$15,100	$17,80

Equipment Type: Upgrades—Alternate Weapon

	Attachment	Description	Power	Accuracy	Range	Control	MP7A1	Vector .45ACP	UMP45	Proto SMG	MP
Optics	Red Dot Sight	Adds a sight with collimated LED for increased aiming precision.	—	1	—	—	$2,125	$3,450	$5,450	$9,150	$8,05
Optics	Holo Sight	Holographic projected reticle enables faster targeting.	—	—	—	2	$2,850	$4,600	$7,300	$12,200	$10,7
Optics	ACOG Sight	Enables 4x magnification when aiming down sights.	—	2	—	—	$4,250	$6,900	$10,900	$18,300	$16,1
Rails	Angled Foregrip	Stabilizes the weapon and reduces recoil climb.	—	1	—	2	$1,425	$2,300	$3,650	—	—
Rails	Laser Sight	Increases free aim accuracy and overall weapon precision.	—	1	—	1	$2,125	$3,450	$5,450	$9,150	$8,05
Muzzle	Silencer	The suppressor attachment enables the pistol to fire silently.	-1	—	—	—	Default	$5,750	$9,100	—	$13,4
Muzzle	Compensator	Redirects gases from the muzzle to counter recoil and climb.	—	1	—	1	$2,125	$3,450	$5,450	—	—
Magazine	Extended Mag	Increases magazine capacity to carry & fire more rounds.	—	—	—	—	$4,250	$6,900	—	—	—
Magazine		Magazine Capacity:					20	17	—	—	—
Ammo	Hollow Point	Deals more damage to enemies and increases lethality at range.	1	—	1	—	$1,425	$2,300	$3,650	$6,100	$5,35
Ammo	Armor Piercing	Deals considerably more damage versus armor than standard issue.	3	—	—	—	$2,125	$3,450	$5,450	$9,150	$8,05
Ammo	Match Grade Ammo	Increases long-distance precision and range.	—	2	1	—	$2,850	$4,600	$7,300	$12,200	$10,7
Internal	Bolt Blueprinting	Improves accuracy over sustained firing for tighter groups.	—	2	—	—	$1,425	$2,300	$3,650	$6,100	$5,35
Internal	Weight Balance	Adjusts the distribution of weight to improve control when aiming.	—	1	—	1	$1,425	$2,300	$3,650	$6,100	$5,35
Internal	Match Grade Trigger	Improves weapon consistency, making it easier to control.	—	—	—	2	$1,700	$2,775	$4,400	$7,300	$6,45
Internal	Tuned Recoil Buffer	Absorbs and dampens rearward motion to reduce recoil climb.	—	—	—	2	$1,775	$2,875	$4,550	$7,600	$6,70
Internal	Accurized Barrel	Improves accuracy by fine-tuning the weapon barrel and chamber.	—	2	—	—	$2,275	$3,700	$5,850	$9,750	$8,60

Equipment Type: Upgrades—Alternate Weapon

	Attachment	Description	Power	Accuracy	Range	Control	FAMAS	416	Honey Badger	Proto Rifle	ARX16
Optics	Red Dot Sight	Adds a sight with collimated LED for increased aiming precision.	—	2	—	—	$2,900	$4,200	$7,750	$8,950	$7,200
Optics	Holo Sight	Holographic projected reticle enables faster targeting.	—	—	—	2	$3,850	$5,600	$10,300	$11,900	$9,600
Optics	ACOG Sight	Enables 4x magnification when aiming down sights.	—	2	—	—	$5,800	$8,400	$15,500	$17,900	$14,400
Optics	High Power Scope	Enables 8x magnification when aiming down sights.	—	3	—	—	$7,750	—	—	—	—
Rails	Angled Foregrip	Stabilizes the weapon and reduces recoil climb.	—	1	—	2	—	$2,800	$5,150	—	$4,800
Rails	Laser Sight	Increases free aim accuracy and overall weapon precision.	—	1	—	1	$2,900	$4,200	$7,750	$8,950	$7,200
Muzzle	Muzzle Brake	Redirects gases from the muzzle to counter recoil and climb.	—	1	—	1	—	$4,200	—	—	$7,200
Muzzle	Silencer	The suppressor attachment enables the pistol to fire silently.	-1	—	—	—	—	$7,000	—	—	—
Magazine	Extended Mag	Increases magazine capacity to carry & fire more rounds.	—	—	—	—	—	$8,400	—	$17,900	$14,400
Magazine		Magazine Capacity:					—	30	—	30	30
Ammo	Hollow Point	Deals more damage to enemies and increases lethality at range.					—	—	—	—	—
Ammo	Armor Piercing	Deals considerably more damage versus armor than standard issue.	3	—	—	—	$2,900	$4,200	$7,750	$8,950	$7,200
Ammo	Match Grade Ammo	Increases long distance precision and range.	—	2	1	—	$3,850	$5,600	$10,300	$11,900	$9,600
Internal	Bolt Blueprinting	Improves accuracy over sustained firing for tighter groups.	—	2	—	—	$1,925	$2,800	$5,150	$5,950	$4,800
Internal	Weight Balance	Adjusts the distribution of weight to improve control when aiming.	—	1	—	1	$1,925	$2,800	$5,150	$5,950	$4,800
Internal	Match Grade Trigger	Improve weapon consistency, making it easier to control.	—	—	—	1	$2,325	$3,350	$6,200	$7,150	$5,750
Internal	Tuned Recoil Buffer	Absorbs and dampens rearward motion to reduce recoil climb.	—	—	—	2	$2,425	$3,500	$6,450	$7,450	$6,000
Internal	Accurized Barrel	Improves accuracy by fine-tuning the weapon barrel and chamber.	—	2	—	—	$3,100	$4,500	$8,250	$9,550	$7,650

Equipment Type: Upgrades—Alternate Weapon

	Attachment	Description	Power	Accuracy	Range	Control	SR-25	Proto Sniper
Optics	High Power Scope	Enables 8x magnification when aiming down sights.	—	3	—	—	$20,800	$26,500
Magazine	Extended Mag	Increases magazine capacity to carry and fire more rounds.	—	—	—	—	$15,600	—
Magazine		Magazine Capacity:					10	—
Ammo	Armor Piercing	Deals considerably more damage versus armor than standard issue.	3	—	—	—	$7,800	$9,900
Ammo	Match Grade Ammo	Increases long distance precision and range.	—	2	1	—	$10,400	$13,200
Internal	Weight Balance	Adjusts the distribution of weight to improve control when aiming.	—	1	—	1	$5,200	$6,600
Internal	Match Grade Trigger	Improves weapon consistency, making it easier to control.	—	—	—	2	$6,250	$7,900
Internal	Tuned Recoil Buffer	Absorbs and dampens rearward motion to reduce recoil climb.	—	—	—	2	$6,500	$8,250

Equipment Type: Upgrades—Alternate Weapon

	Attachment	Description	Power	Accuracy	Range	Control	M1014	Proto Shotgun	ACS-12
Optics	Red Dot Sight	Adds a sight with collimated LED for increased aiming precision.	—	1	—	—	$2,650	$4,000	—
Optics	Holo Sight	Holographic projected reticle enables faster targeting.	—	—	—	2	$3,550	$5,350	—
Rails	Angled Foregrip	Stabilizes the weapon and reduces recoil climb.	—	1	—	2	$1,775	—	—
Rails	Laser Sight	Increases free aim accuracy and overall weapon precision.	—	1	—	1	$2,650	$4,000	$5,000
Magazine	Extended Mag	Increases magazine capacity to carry and fire more rounds.	—	—	—	—	—	$8,000	—
Magazine		Magazine Capacity:					—	12	—
Ammo	Flechette	Fires needles, reducing spread and increasing lethal range.	—	2	2	—	$3,550	$5,350	$6,700
Ammo	Slug	Fires a massive projectile: No spread, increased damage.	4	—	2	—	$7,050	$10,700	$13,400
Internal	Bolt Blueprinting	Improves accuracy over sustained firing for tighter groups.	—	2	—	—	$1,775	$2,675	$3,350
Internal	Weight Balance	Adjusts the distribution of weight to improve control when aiming.	—	1	—	1	$1,775	$2,675	$3,350
Internal	Match Grade Trigger	Improve weapon consistency, making it easier to control.	—	—	—	2	$2,125	$3,200	$4,000
Internal	Tuned Recoil Buffer	Absorbs and dampens rearward motion to reduce recoil climb.	—	—	—	2	$2,200	$3,350	$4,200
Internal	Accurized Barrel	Improves accuracy by fine-tuning the weapon barrel and chamber.	—	2	—	—	$2,825	$4,300	$5,350

Equipment Type: Upgrades—Goggles and Ops Suit

Name	Description	Price	Unlock Requirement
Desert Camo	Optimally suited to desert and other arid regions.	$2,000	Purchase to unlock.
Urban Camo	Suited for operations in urban environments.	$2,000	Purchase to unlock.
Forest Camo	Designed for woodland terrain.	$2,000	Purchase to unlock.
Navy Camo	Optimized for nighttime operations.	$2,000	Purchase to unlock.

NOTE: All camo styles must be repurchased for each article of clothing or set of goggles.

Paladin

Category	Description	Level 1 Effect	Cost	Level 2 Effect	Cost
Cockpit	Sophisticated sensors track assets and hostiles during missions.	Unlock a radar shown in the HUD.	$1,000	Extend radar range and show facing directions.	$32,750
Charlie's Workshop	Upgrade Charlie's Workshop to gain access to custom-built prototype weapons.	Unlock prototype SMG and Shotgun for purchase.	$67,500	Unlock prototype pistol, assault, and sniper rifles for purchase.	$82,000
Command and Control	Enhance data-gathering capabilities to locate secondary objectives in the field.	Reveal Dead Drop locations in the HUD.	$54,000	Reveal Blacklist Laptops and High Value Targets.	$65,750
Infirmary	Upgrade medical facilities to keep Sam and Briggs performing at peak.	Faster regeneration in SP and COOP.	$54,000	Even faster regeneration in SP and COOP.	$65,750
Crew Quarters	Improve crew facilities to give Sam and Briggs more gear options when starting a mission.	Unlock a custom loadout slot for SP and COOP.	$27,000	Unlock another custom loadout slot for SP and COOP.	$32,750
Holding Cell	Improve Kobin's accommodations and he will pass along sources for black market weapons.	Unlock six black market weapons for purchase.	$27,000	Unlock six more black market weapons for purchase.	$32,750
Cargo Bay	Improve cargo facilities so 4th Echelon can provide more extensive equipment drops.	Customize gear in the field (except in Perfectionist).	$27,000	—	—

Note: 4E Multiplier increases by 50% per upgrade. Multiplier begins at 1000.0%

Equipment Type: Upgrades— Special Weapon

Attachment		Description	Power	Accuracy	Range	Control	Crossbow	Unlock Requirement
Ammo	Sticky Shocker	Knocks out the target with a powerful electric jolt.	—	—	—	—	Default	Default
Ammo	Noisemaker	Sticks to surfaces and emits a loud noise to create a distraction.	—	—	—	—	$10,000	Purchase to unlock.
Ammo	EMP Chaff	Fills an area with filaments that disrupt electronic devices.	—	—	—	—	$13,500	Purchase Noisemaker to unlock.
Ammo	Sleeping Gas	Emits a cloud of nonlethal Sleeping Gas on impact.	—	—	—	—	$34,000	Purchase EMP Chaff to unlock.

Equipment Type: Upgrades—Alternate Weapon

Attachment		Description	Power	Accuracy	Range	Control	MAC-11	PP2000	AK-47	SVU	RMB-93
Optics	Red Dot Sight	Adds a sight with collimated LED for increased aiming precision.	—	1	—	—	$3,400	$3,150	$2,450	—	$2,125
Optics	Holo Sight	Holographic projected reticle enables faster targeting.	—	—	—	2	$4,550	$4,200	$3,250	—	$2,825
Optics	ACOG Sight	Enables 4x magnification when aiming down sights.	—	2	—	—	—	$6,250	$4,900	—	—
Rails	Angled Foregrip	Stabilizes the weapon and reduces recoil climb.	—	1	—	2	—	—	$1,625	—	$1,425
Rails	Laser Sight	Increases free aim accuracy and overall weapon precision.	—	1	—	1	$3,400	$3,150	$2,450	—	$2,125
Muzzle	Compensator / Muzzle Brake	Redirects gases from the muzzle to counter recoil and climb.	—	1	—	1	—	$3,150	—	—	—
Muzzle	Silencer	The suppressor attachment enables the pistol to fire silently.	-1	—	—	—	—	$5,250	—	—	—
Magazine	Extended Mag	Increases magazine capacity to carry & fire more rounds.	—	—	—	—	$6,850	$6,250	$4,900	—	—
Magazine		Magazine Capacity:					16	22	10	—	—
Ammo	Hollow Point	Deals more damage to enemies and increases lethality at range.	1	—	1	—	$2,275	$2,100	—	—	—
Ammo	Armor Piercing	Deals considerably more damage versus armor than standard issue.	3	—	—	—	$3,400	$3,150	$2,450	$6,300	-
Ammo	Match Grade Ammo	Increases long-distance precision and range.	—	2	1	—	$4,550	$4,200	$3,250	$8,400	-
Ammo	Flechette	Fires needles, reducing spread and increasing lethal range.	—	2	2	—	—	—	—	—	$2,825
Ammo	Slug	Fires a massive projectile: No spread, increased damage.	4	—	2	—	—	—	—	—	$5,650
Internal	Bolt Blueprinting	Improves accuracy over sustained firing for tighter groups.	—	2	—	—	$2,275	$2,100	$1,625	$4,200	$1,425
Internal	Weight Balance	Adjusts the distribution of weight to improve control when aiming.	—	1	—	1	$2,275	$2,100	$1,625	$4,200	$1,425
Internal	Match Grade Trigger	Improves weapon consistency, making it easier to control.	—	—	—	2	$2,750	$2,500	$1,950	$5,050	$1,700
Internal	Tuned Recoil Buffer	Absorbs and dampens rearward motion to reduce recoil climb.	—	—	—	2	$2,850	$2,625	$2,050	$5,250	$1,775
Internal	Accurized Barrel	Improves accuracy by fine-tuning the weapon barrel and chamber.	—	2	—	—	$3,650	$3,350	$2,600	$6,750	$2,250

COMPLETIONIST

Splinter Cell: Blacklist Challenges

Challenges—Assault

Category	Challenge	Prize	Criteria
Assault	Hostage Taker	$30,000	Kill 20 enemies with a loud weapon while holding a human shield.
Assault	Loud Headshots	$10,000	Get 10 loud headshots without using Mark and Execute.
Assault	Loud Head Shot Streak	$10,000	Get two loud head shots in a row without dying.
Assault	Helmet Pops	$10,000	Shoot five helmets off the heads of helmeted enemies using a loud weapon without Mark and Execute.
Assault	Loud Executioner	$10,000	Mark and Execute 15 enemies with loud weapons.
Assault	Human Shield Kill Streak	$10,000	Kill two enemies in a row with a loud weapon while holding a human shield.
Assault	Combat Hand to Hand Kills	$10,000	In combat, kill 10 enemies using lethal H2H.
Assault	Combat H2H Kill Streak	$30,000	In combat, kill three enemies in a row using lethal H2H.
Assault	H2H Heavy Kills	$10,000	In combat, kill three Heavy Infantry using lethal H2H.
Assault	Frag Multi-Kill	$30,000	Kill three enemies using a single Frag Grenade.
Assault	Incendiary Multi-Kill	$30,000	Kill three enemies using a single Incendiary Grenade.
Assault	Proxy Mine Multi-Kill	$30,000	Kill three enemies using a single Proximity Mine.
Assault	Sticky Cam Multi-Kill	$30,000	Kill three enemies using a single Sticky Cam explosive.
Assault	Breaching Charge Kills	$10,000	Kill two hostiles using Breaching Charges.
Assault	Breaching Charge Kill Streak	$10,000	Kill three enemies using a single Breaching Charge.
Assault	Self Destruct	$10,000	Kill five enemies using a single Tri-Rotor explosive. Tri-Rotor must be upgraded to Level 2.
Assault	Kamikaze	$30,000	Kill three enemies using a single Tri-Rotor explosive.
Assault	Hip Shot Kills	$10,000	Kill 10 enemies with an alternate weapon without aiming down sight.
Assault	Hip Shot Kill Streak	$30,000	Kill five enemies in a row with an alternate weapon without aiming down sight.
Assault	Human Grenade Kills	$30,000	Kill two enemies with a single human grenade.
Assault	Backfire	$10,000	Kill two Drone Operators by blowing up their Drones.
Assault	Riot Suppression	$10,000	Kill five enemies while holding a riot shield.
Assault	Explosive Execute	$30,000	Mark and execute environmental explosives and kill two hostiles in a single Execute action.

Challenges—Co-op

Category	Challenge	Prize	Criteria
Co-op	Co-op Assault Performance	$100,000	Achieve 1 Assault Point with a teammate.
Co-op	Co-op High Score	$100,000	Team up and score 1 point in Co-op.
Co-op	Smugglers Performance	$100,000	Team up and score 1 point on Smugglers Compound.
Co-op	Missile Plant Performance	$100,000	Team up and score 1 point on Missile Base.
Co-op	Voron Station Performance	$100,000	Team up and score 1 point on Voron Station.
Co-op	Abandoned City Performance	$100,000	Team up and score 1 point on Abandoned City.
Co-op	Pakistani Embassy Performance	$100,000	Team up and score 1 point on Pakistani Embassy.
Co-op	Swiss Embassy Performance	$100,000	Team up and score 1 point on Swiss Embassy.
Co-op	Egyptian Embassy Performance	$100,000	Team up and score 1 point on Egyptian Embassy.
Co-op	Russian Embassy Performance	$100,000	Team up and score 1 point on Russian Embassy.
Co-op	Seafort Performance	$100,000	Team up and score 1 point on Hawkins Seafort.
Co-op	Border Crossing Performance	$100,000	Team up and score 1 point on Border Crossing.
Co-op	Hacker's Den Performance	$100,000	Team up and score 1 point on Hacker's Den.
Co-op	Yacht Performance	$100,000	Team up and score 1 point on Yacht.
Co-op	Opium Farm Performance	$100,000	Team up and score 1 point on Opium Farm.
Co-op	Fish Market Performance	$100,000	Team up and score 1 point on Fish Market.
Co-op	Diamond Mine Performance	$100,000	Team up and score 1 point on Diamond Mine.
Co-op	Dead Coast Performance	$100,000	Team up and score 1 point on Dirty Bomb.
Co-op	Co-op Ghost Performance	$100,000	Achieve 1 Ghost point with a teammate.
Co-op	Co-op Panther Performance	$100,000	Achieve 1 Panther point with a teammate.
Co-op	Dual Execute Kills	$10,000	Dual Mark and Execute five hostiles with a teammate.
Co-op	Elite Dual Execute	$30,000	Kill six enemies using a single dual Execute.

Challenges—Gear

Category	Challenge	Prize	Criteria
Gear	PX4 Storm .45 Kills	$10,000	Get 25 kills with the PX4 Storm .45.
Gear	Pistol Kills	$10,000	Get 50 kills with any pistol.
Gear	Stun Gun Knockouts	$10,000	Get 25 takedowns with the Stun Gun.
Gear	Sandman	$10,000	Knock out 10 enemies using Sleeping Gas grenades without being detected.
Gear	5-7 USG Kills	$10,000	Get 25 kills with the 5.7 USG.
Gear	F40 Kills	$10,000	Get 25 kills with the F40.
Gear	Prototype Pistol Kills	$10,000	Get 25 kills with the 4E Prototype Pistol.
Gear	D50 Kills	$10,000	Get 25 kills with the D50 Pistol.
Gear	Makarov PM-B Kills	$10,000	Get 25 kills with any black market pistol.
Gear	75-SP1 Kills	$10,000	Get 25 kills with the black market 75-SP1.
Gear	Assault Rifle Kills	$10,000	Get 50 kills with an assault rifle.
Gear	Famas Kills	$10,000	Get 25 kills with the FAMAS Assault Rifle.
Gear	416 Kills	$10,000	Get 25 kills with the 416 Assault Rifle.
Gear	Honey Badger Kills	$10,000	Get 25 kills with the Honey Badger Assault Rifle.
Gear	4E Prototype Assault Rifle	$10,000	Get 25 kills with the 4E Prototype Assault Rifle.
Gear	AK47 Kills	$10,000	Get 25 kills with the black market AK47 Assault Rifle.
Gear	AKS-74U Kills	$10,000	Get 25 kills with the black market AKS-74U Assault Rifle.
Gear	Goblin Kills	$10,000	Get 25 kills with the black market Goblin Assault Rifle.
Gear	SMG Kills	$10,000	Get 50 kills with any SMG.
Gear	MP74A1 Kills	$10,000	Get 25 kills with the MP7A1 SMG.
Gear	Vector .45ACP Kills	$10,000	Get 25 kills with the Vector .45ACP SMG.
Gear	UMP45 Kills	$10,000	Get 25 kills with the UMP45 SMG.
Gear	Prototype SMG Kills	$10,000	Get 25 kills with the 4E Prototype SMG.
Gear	MAC-11 Kills	$10,000	Get 25 kills with the black market MAC-11 SMG.
Gear	PP2000 Kills	$10,000	Get 25 kills with the black market PP2000 SMG.
Gear	PFS-12 Kills	$10,000	Get 25 kills with the PFS-12 SMG.
Gear	Sniper Rifle Kills	$10,000	Get 50 kills with any sniper rifle.
Gear	SR-25 Kills	$10,000	Get 25 kills with the SR-25 Sniper Rifle.
Gear	Prototype Sniper Rifle Kills	$10,000	Get 25 kills with the Prototype Sniper Rifle.
Gear	SVU Kills	$10,000	Get 25 kills with the black market SVU Sniper Rifle.
Gear	VSS Kills	$10,000	Get 25 kills with the black market VSS Sniper Rifle.
Gear	Sniper Rifle Specialist	$20,000	Get 10 150-m kills with any Sniper Rifle.
Gear	Shotgun Kills	$10,000	Get 50 kills using any shotgun.
Gear	M1014 Kills	$10,000	Get 25 kills using the M1014 Shotgun.
Gear	Prototype Shotgun Kills	$10,000	Get 25 kills using the 4E Prototype Shotgun.
Gear	RMB-93 Kills	$10,000	Get 25 kills with the black market RMB-93 Shotgun.
Gear	SASG-12 Kills	$10,000	Get 25 kills with the black market SASG-12 Shotgun.
Gear	ACS-12 Kills	$10,000	Get 25 kills using the ACS-12 Shotgun.
Gear	Shotgun Streak	$20,000	Get two shotgun kills within 4 seconds.
Gear	Crossbow Knockouts	$10,000	Get 25 takedowns with the Crossbow.
Gear	Frag Grenade	$10,000	Kill 20 enemies using Frag Grenades.
Gear	Incendiary Grenade Kills	$10,000	Kill 20 enemies using Incendiary Grenades.
Gear	ICU	$10,000	Kill 20 enemies using Sticky Cam explosives.
Gear	Proxy Mine	$10,000	Kill 10 enemies using Proximity Mines.
Gear	Fully Upgrade A Pistol	$30,000	Fully upgrade one pistol.
Gear	Fully Upgrade Black Market Pistol	$30,000	Fully upgrade 1 black market pistol.
Gear	Fully Upgrade Proto Pistol	$30,000	Fully upgrade the Prototype Pistol.
Gear	Fully Upgrade Alternate Weapon	$30,000	Fully upgrade one alternate weapon.
Gear	Upgrade Black Market Alternate	$30,000	Fully upgrade one black market alternate weapon.
Gear	Upgrade All Proto Alternate	$30,000	Fully upgrade one prototype alternate weapon.
Gear	Upgrade All Black Market Weapons	$30,000	Fully upgrade all black market weapons.
Gear	Upgrade All Prototype Weapons	$30,000	Fully upgrade all prototype weapons.
Gear	Fully Upgrade Tri-Rotor	$30,000	Fully upgrade Tri-Rotor.
Gear	Fully Upgrade Goggles	$30,000	Fully upgrade Goggles.
Gear	Paladin Level 1	$30,000	Complete 33% of the Paladin Upgrades.
Gear	Paladin Level 2	$30,000	Complete 66% of the Paladin Upgrades.
Gear	Home Sweet Home	$30,000	Complete all Paladin Upgrades.

Challenges—Ghost

Category	Challenge	Prize	Criteria
Ghost	Abduction KOS	$10,000	Abduct and nonlethally take down five enemies from cover without being detected.
Ghost	Stealth H2H Knockouts	$10,000	Take down 10 enemies using nonlethal H2H without being detected.
Ghost	Shocking KOS	$10,000	Sticky-shock 10 enemies without being detected.
Ghost	Distraction KOS	$10,000	Take down five enemies that are investigating a disturbance undetected.
Ghost	Lights Out	$30,000	Shoot out 30 lights with a silenced weapon undetected.
Ghost	Sleeping Dogs	$10,000	Put five guard dogs to sleep.
Ghost	Anti-Security EMP	$10,000	Temporarily disable five security systems with EMP gadgets while remaining undetected.
Ghost	Stealth H2H KO Streak	$30,000	Take down five hostiles in a row using nonlethal H2H without being detected.
Ghost	Sleeping Gas Multi KO x3	$30,000	Knock out three enemies with a single Sleeping Gas grenade.
Ghost	Ultimate Sticky Shocker	$30,000	Sticky-shock three enemies with one bolt.
Ghost	Abduction KO Streak	$30,000	Abduct and nonlethally take down three enemies in a row from cover without being detected.
Ghost	Camera Shootout	$10,000	Shoot out five cameras with a silenced weapon undetected.

Challenges—Panther

Category	Challenge	Prize	Criteria
Panther	Killing in Motion	$10,000	Perform five successful Execute actions in motion and successfully avoid detection.
Panther	Stealth Hand to Hand Kills	$10,000	Perform 10 lethal hand-to-hand actions without being detected.
Panther	Stealth H2H Kill Streak	$30,000	Perform five lethal hand-to-hand actions in a row without being detected.
Panther	Heavy Infantry	$10,000	Take out three Heavy Infantry using lethal hand-to-hand actions without being detected.
Panther	Heavy DFAs	$10,000	Perform a Death From Above action on two Heavy Infantry, while successfully avoiding detection.
Panther	Ledge Pull Streak	$30,000	Pull three enemies in a row from a ledge, while successfully avoiding detection.
Panther	DFA Execute x2	$30,000	Perform a successful Death From Above, then immediately execute one or more enemies.
Panther	Hanging Kills	$10,000	Perform two Hanging Kills from a pipe undetected.
Panther	Zipline DFA	$10,000	Perform five Death From Above kills from a zipline.
Panther	Tri-Rotor Marked Kills	$30,000	Execute two enemies Marked with the Tri-Rotor.
Panther	Stunned Kills	$10,000	Kill five enemies stunned by a Flashbang.
Panther	Sticky Cam Marked Kills	$10,000	Kill five enemies Marked with your Sticky Cam.
Panther	Sticky Cam Execute	$10,000	Use Sticky Cam to Mark three hostiles before executing them all in motion.
Panther	Distraction DFA	$10,000	Make noise to distract an enemy, then perform a DFA on that enemy.

Challenges—Spies Vs. Mercs

Category	Challenge	Prize	Criteria
Spies Vs. Mercs	Drone	$10,000	Kill 10 enemies with the Merc drone ability in Spies Vs. Mercs.
Spies Vs. Mercs	Cloaked Hand to Hand	$10,000	Kill five enemies with hand-to-hand while cloaked in Spies Vs. Mercs.
Spies Vs. Mercs	Intel Suit	$10,000	Tag 10 enemies with the intel suit.
Spies Vs. Mercs	Team Death Match Wins	$10,000	Win five matches in Team Deathmatch.
Spies Vs. Mercs	SvM Blacklist Wins	$10,000	Win five matches in SvM Blacklist.
Spies Vs. Mercs	Extraction Wins	$10,000	Win five matches in Extraction.
Spies Vs. Mercs	Uplink Control Wins	$10,000	Win five matches in Uplink Control.
Spies Vs. Mercs	Hacker	$10,000	Successfully hack five terminals in SvM Blacklist as a Spy.
Spies Vs. Mercs	Extraction Expert	$10,000	Extract with the intel 10 times in Extraction as a Merc.
Spies Vs. Mercs	Protector	$10,000	Reset the intel 10 times in Extraction as a Spy.
Spies Vs. Mercs	Conqueror	$10,000	Capture 10 transmitters in Uplink Control.
Spies Vs. Mercs	Objective Assist	$10,000	Earn 20 capture assists in any Spies Vs. Mercs game mode.
Spies Vs. Mercs	Resupply Pack	$10,000	Refill ammo and gadget for yourself or teammates 20 times.
Spies Vs. Mercs	Intel Device	$10,000	Tag 20 enemies using the intel device in Spies Vs. Mercs.
Spies Vs. Mercs	Light Then Sound	$10,000	Kill 20 enemies with a longshot bonus.
Spies Vs. Mercs	Neurologist	$10,000	Kill 20 enemies with headshots, earning the headshot bonus.
Spies Vs. Mercs	Monkey Shooter	$10,000	Kill 20 enemies from a ledge, earning the hanged bonus.
Spies Vs. Mercs	Spy Killer	$10,000	Kill 10 hacking Spies as a Merc in SvM Blacklist.
Spies Vs. Mercs	Courier Kills	$10,000	Kill 10 intel carriers in Extraction.
Spies Vs. Mercs	Shazam	$10,000	Affect two or more enemies with a Flashbang five times.
Spies Vs. Mercs	Disabled	$10,000	Affect two or more enemies with a Stun Grenade five times.
Spies Vs. Mercs	I Can't Hear You	$10,000	Affect two or more enemies with an EMP grenade five times.
Spies Vs. Mercs	Streaker	$10,000	Earn a kill streak reward five times in Spies Vs. Mercs.

Achievements and Trophies

Playstyle Achievements

Icon	Name	Description	Gamerscore	Trophy	How to Achieve
	Tactical Style: Ghost	Mastered Ghost playstyle	25	Silver	Master Ghost playstyle on 7 missions.
	Tactical Style: Panther	Mastered Panther playstyle	25	Silver	Master Panther playstyle on 7 missions.
	Tactical Style: Assault	Mastered Assault playstyle	25	Silver	Master Assault playstyle on 7 missions.

Secondary Objectives

Icon	Name	Description	Gamerscore	Trophy	How to Achieve
	HVTs Secured	Captured all High-Value Targets	10	Bronze	Capture all High-Value Targets
	Intel Acquired	Collected all Dead Drop flash drives	10	Bronze	Collect all Dead Drop flash drives
	Data Security	Hacked all Blacklist Laptops	10	Bronze	Hacked all Blacklist Laptops

Single-Player Campaign

Icon	Name	Description	Gamerscore	Trophy	How to Achieve
	Asset Retrieval	Completed Safehouse	10	Bronze	Complete Mission 1: Safehouse on any difficulty
	Ambush Escaped	Completed Insurgent Stronghold	10	Bronze	Complete Mission 2: Insurgent Stronghold on any difficulty.
	American Consumption Prevented	Completed American Consumption	10	Bronze	Complete Mission 3: American Consumption on any difficulty.
	Terrorist Factor Turned	Completed Private Estate	10	Bronze	Complete Mission 4: Private Estate on any difficulty.
	Tracker Placed	Completed Abandoned Mill	10	Bronze	Complete Mission 5: Abandoned Mill on any difficulty.
	Iranian Intel Retrieved	Completed Special Missions HQ	10	Bronze	Complete Mission 6: Special Missions HQ on any difficulty.
	American Freedom Averted	Completed Transit Yards	10	Bronze	Complete Mission 7: Transit Yards on any difficulty.
	Infiltration/Interrogation	Completed Detention Facility	10	Bronze	Complete Mission 8: Detention Facility on any difficulty.
	Paladin Restored	Survived the attack on Paladin	10	Bronze	Survive the attack on Paladin.
	American Fuel Engaged	Completed LNG Terminal	10	Bronze	Complete Mission 9: LNG Terminal on any difficulty.
	4th Echelon Status Confirmed	Stopped the Blacklist	30	Silver	Complete the single player campaign.
	4th Echelon Commendation	Completed every single player mission on Realistic difficulty	60	Silver	Complete every single player mission on Realistic difficulty.
4E	4th Echelon Officer	Completed every single player mission on Perfectionist difficulty	100	Gold	Complete every single player mission on Perfectionist difficulty.

Upgrade Achievements

Icon	Name	Description	Gamerscore	Trophy	How to Achieve
	Upgraded Gear Accessed	Fully upgraded one gun	10	Bronze	Purchase every upgrade for one gun.
	C&C Optimized	Paladin fully upgraded	20	Silver	Fully upgrade your headquarters.

Adversarial Achievements

Icon	Name	Description	Gamerscore	Trophy	
	Support Ops	Assisted teammates in 10 Spies vs Mercs objectives	15	Bronze	Get 10 objective assists in Spies vs Mercs.
	Lethal Versatility	Won a match in every Spies vs Mercs game mode	100	Gold	Win a match in each Spies vs Mercs game mode.
	Firearm Accessed	Unlocked a Merc's Light Machine Gun	15	Bronze	Unlock a Multiplayer Merc's Light Machine Gun.
	Personal Kit	Unlocked a custom loadout slot for Spy or Merc	15	Bronze	Unlock a custom loadout slot for either a Spy or Merc.
	Trusted Agent	Achieved Level 10 in Spies vs Mercs	50	Silver	Achieve Level 10 in Spies vs Mercs.
	Rated Hacker	Hacked a terminal in a Spies vs Mercs SvM Blacklist or SvM Classic match	25	Silver	Hack a terminal in a Spies vs Mercs SvM Blacklist or SvM Classic match.
	Rated Intel Courier	Carried home the intel in a Spies vs Mercs Extraction match	15	Bronze	Carry home the intel in a Spies vs Mercs Extraction match.
	Rated Aggressor	Captured a control point in a Spies vs Mercs Uplink Control match	15	Bronze	Capture a control point in a Spies vs Mercs Uplink Control match.

COOP Achievements

Icon	Name	Description	Gamerscore	Trophy	
	Combined Op Successful	Completed a 4th Echelon Mission with a teammate	10	Bronze	Complete a co-op mission with a teammate.
	Hunter Operator	Completed all of Andriy Kobin's 4th Echelon Missions	30	Bronze	Complete all 4th Echelon Missions from Andriy Kobin.
	Infiltration Operator	Completed all ofAnna Grimsdóttir's 4th Echelon Missions	30	Bronze	Complete all 4th Echelon Missions from Anna Grimsdóttir.
	Extraction Operator	Completed all of Charlie Cole's 4th Echelon Missions	30	Bronze	Complete all 4th Echelon Missions from Charlie Cole.
	Combined Operator	Completed all of Isaac Briggs 's 4th Echelon Missions	30	Bronze	Complete all 4th Echelon Missions from Isaac Briggs with a teammate.
	Elite Killing Team	Dual Executed a helmeted enemy	15	Bronze	Dual Execute with a teammate to take down a helmeted enemy.
	Lead Interrogator	Won the co-op interrogation in the Abandoned City	10	Bronze	Win the co-op interrogation in the Abandoned City.

Exclusive Achievements

Icon	Name	Description	Gamerscore	Trophy	
-	Decorated Agent	-	N/A	Platinum	Collect every Trophy

Online Achievements

Icon	Name	Description	Gamerscore	Trophy	
	ShadowNet Online	Logged into ShadowNet for the first time	5	Bronze	Access ShadowNet for the latest news & challenges.
	Officer of the Day	Completed a Daily Challenge	15	Bronze	Complete a Daily Challenge.
	Seven Day Duty Shift	Completed a Spies vs Mercs Weekly Challenge	30	Silver	Complete a Spies vs Mercs Weekly Challenge.

Unique Achievements

Icon	Name	Description	Gamerscore	Trophy	How to Achieve
	Evidence Concealed	Hid five bodies in containers	10	Bronze	Hide five bodies in containers
	No Kill Option Engaged	Completed the Single Player Campaign without killing anyone as Sam Fisher	50	Silver	Complete the Single Player Campaign without killing anyone as Sam Fisher
	Distraction Tactician	Stealthily took down an enemy who had been lured by sound	10	Bronze	Use the "Attract" command to lure an enemy over to your cover and take them down while remaining undetected.
	Tri-Rotor Functionality	Used the Tri-Rotor to disable a security device	10	Bronze	Disable a security device using the Tri-Rotor.
	Enhanced Lethality Demonstrated	Mastered Mark & Execute	10	Bronze	Use Mark & Execute to take down 6 enemies in under 10 seconds
	Hostile Shield Secured	Stole the shield from a Shielded Infantryman	10	Bronze	Neutralize a shielded Heavy Infantry and pick up his shield after he drops it.
	Hostages Secured	Saved the hostages in the Transit Yards	10	Bronze	Save the hostages during Mission 7: Transit Yards.
	Mission Footprint Zero	Completed a single player mission undetected	10	Bronze	Complete a single player mission without being detected during gameplay.

Campaign

Prologue

Prologue Anderson Air Force Base, Guam

Panther

Tactics and information presented in this walkthrough are written for optimal scoring within the Panther playstyle on Normal difficulty. Under the Panther playstyle, you may use lethal means to neutralize any resistance that you encounter, while remaining undetected by your foes. Be advised, there are some sequences within the campaign where specific play styles cannot be performed due to mission objectives and the conditions that they present.

Objective: Take the RF Jammer Offline

Anderson Air Force Base, Helipad A9

After leaving the agency, you decided to embark on a new career with your good friend, Vic Coste, as part of his security company Paladin 9. It's a rainy night in Guam as you meet Vic and tech wizard Charlie Cole at Helipad A9. After the final preparations are made, Vic and you hop on the helicopter to get your operation underway. Immediately something seems wrong, as Vic is unable to get clearance from the tower for liftoff. Despite this, Vic takes off because you are both behind schedule. Within moments of hitting the skies, a huge explosion rocks the base, sending your chopper to the ground. The Blacklist has begun.

As Vic and you emerge from the wreckage just outside the perimeter of the base, Charlie informs you that all the radio channels are down, and that an RF jammer is likely the cause. Your objective is to find the jammer and take it offline.

Learning the Basics

To survive in Splinter Cell: Blacklist you must learn to move with stealth, keep to the shadows, and kill with speed and precision. Here are a few basic tactics you will need to master and tips you will need to know in order to transform into the Splinter Cell.

Crouch

As you move through areas where hostiles are present, you must make yourself hard to see. Toggle Crouch to evade hostiles and stay out of their line of sight.

Lights on Your Gear

Whenever you are in shadow, lights on your gear flare so that you'll know.. Being in shadow makes it difficult for hostiles to see you or know your position.

Taking Cover

DERSEN AIR FORCE BASE
GUAM USA
WARNING

The greatest skill you can master is the ability to move in and out of cover quickly and efficiently. Press the Cover button to enter and exit cover. To move fast between two points, aim toward the direction you want to go, look for the visual prompt, and then tap the Use button.

Advanced Moves

You can also perform several advanced moves:

Hold the Use button down to perform an Active Sprint.

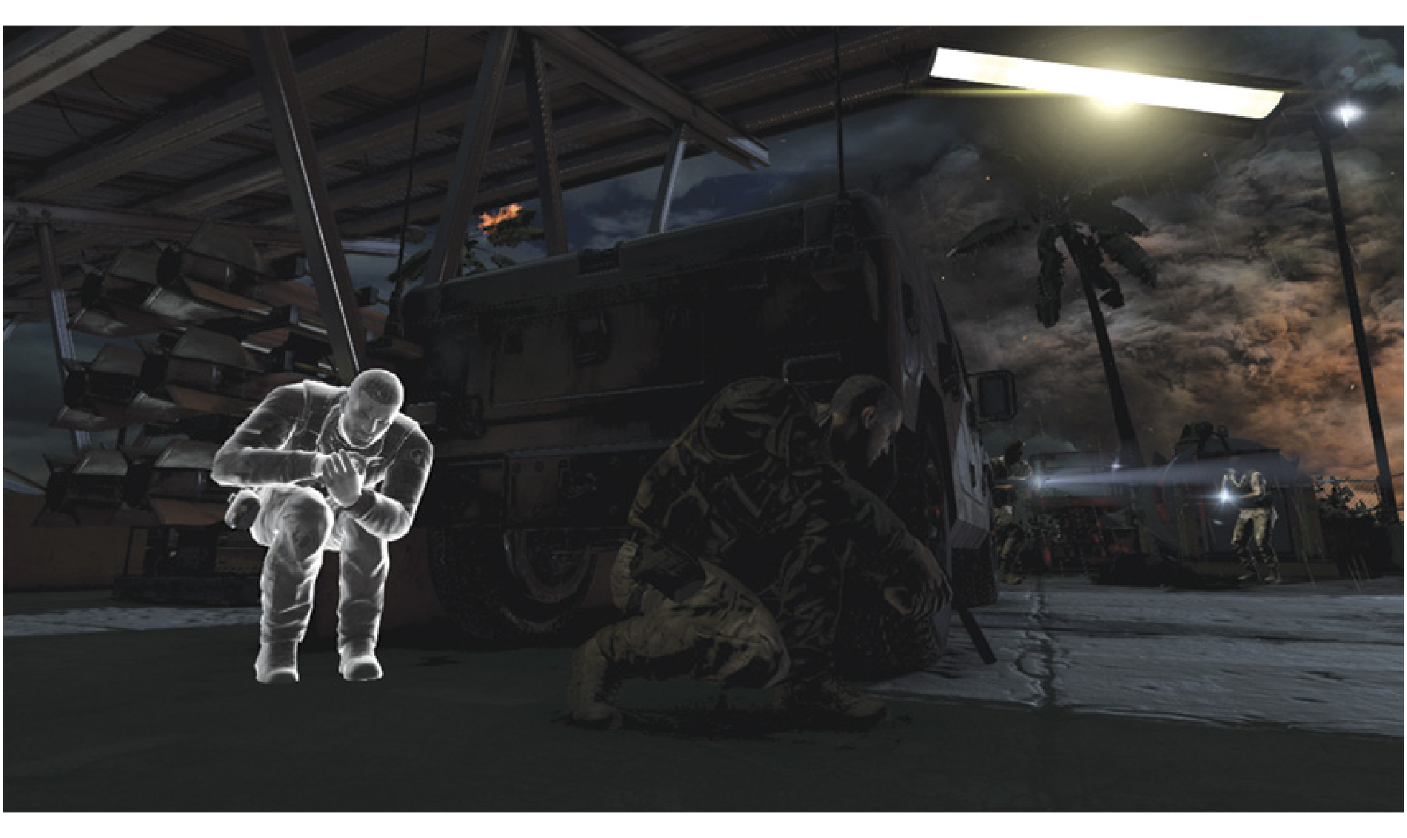
Press the Cover button to jump over barriers you are hiding behind.

While in an Active Sprint, press and hold the Cover button to execute a slide maneuver.

Hand-to-Hand Attack

Whenever you're close to a hostile, you can elect to subdue him using a hand-to-hand attack. Press the Hand to Hand Attack button to execute the move.

Detected



Whenever you are detected by a hostile, a white outline of your body will appear onscreen. Move away from the outline to hide and/or to flank your pursuers and move in for a kill.

After reaching the jammer, you get on the phone with Charlie to find out how to get it offline while Sam attends to the injured soldier. Within moments of shutting down the device, you find out the soldier isn't who you think he is. Vic shields you from an explosion as the soldier detonates a grenade.

Campaign

Mission 1: Safehouse Benghazi, Libya

Mission Details

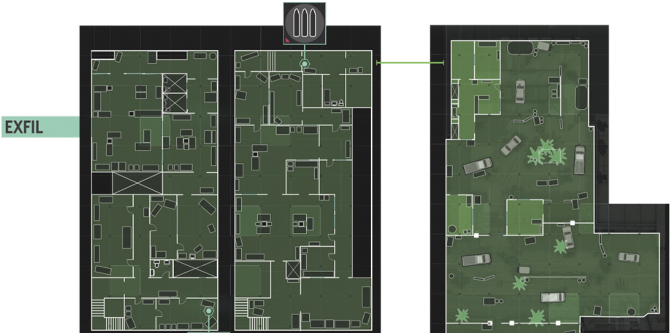
CIA - STATION BENGHAZI
MEDITERRANEAN SEA
KOBIN, ANDRIY
SOURCE: U.S. STATE DEPARTMENT
VITAL STATISTICS
OUTSTANDING WARRANTS
118.44.68

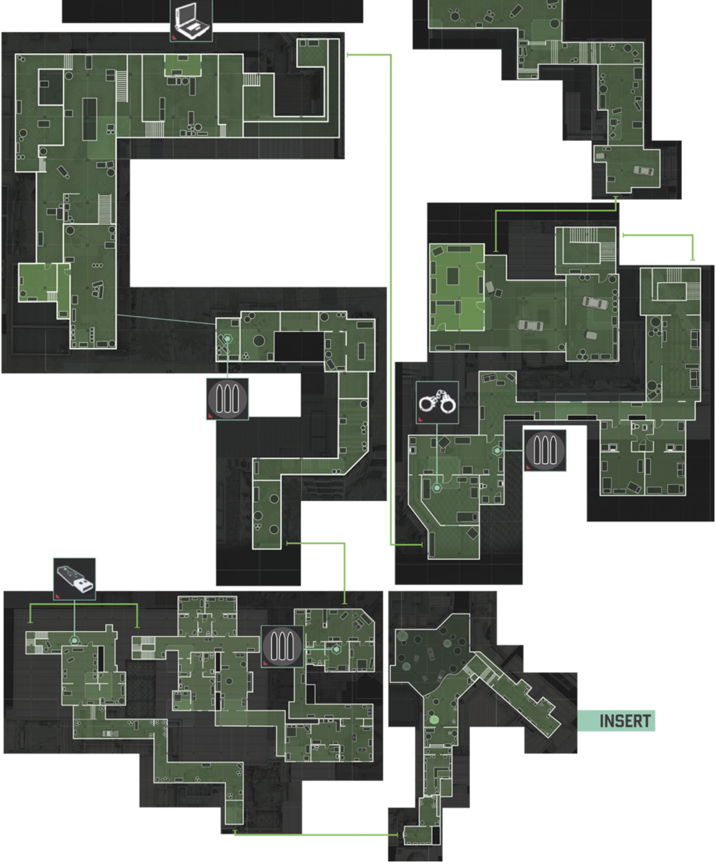
Wondering what you have going on in Benghazi, Grim says that she has a contact at a CIA safehouse, and he says that they've detained someone with intel on Guam. However, no one gets to ask the detainee any questions until the feds are done with him. You wonder how the CIA nabbed this mysterious person and Briggs tells you they didn't; the guy just walked into their office. Thinking maybe the informant is some nut off the street, Charlie chimes in that it's Andriy Kobin, a shady character from your past. Grim wants to know why a wanted arms dealer would turn himself into the feds shortly after the hit on Guam, and Briggs thinks that maybe you should leave the interrogation of Kobin to the feds. You're not having any of that: Kobin's the only connection to the Engineers, so there's no way you're trusting someone else to find out what he knows.

Objectives: Rendezvous with CIA Contact, Rescue Kobin

Recommended Loadout

- Gadgets: Sticky Noisemaker, Sticky Camera
- Goggles: Standard
- Ops Suit: Classic Ops Suit (Torso), Classic Gloves (Gloves), Classic Ops Suit (Pants), Classic Ops Suit (Boots), Classic Green (Lights)
- Pistol: PX4 Storm .45
- Alternate Weapon: MP7A1 Submachine Gun
- Special Weapon: Stun Gun
- Paladin Upgrade: Cockpit Level 1: Unlock Radar Shown in the HUD





Reach the CIA Safehouse

Once on the ground, start walking forward. While moving around and in between pedestrians, you request a situation report (sitrep) from Grim; so far she's been unable to reach her CIA contact. You ask Briggs if he has visual contact of the safehouse, and he replies he just got to his position, but it doesn't look good. Walking up to the plaza, you confirm what Briggs has already seen: The militia is blocking the front-door access. Briggs asks if you want him to change positions and meet you on the ground. Following the waypoint, you tell him to get eyes from the southwest corner of the plaza. Continue forward and go through the door to the left of the safehouse, and continue straight ahead, all the way until you reach the back alley.

Into the Suit

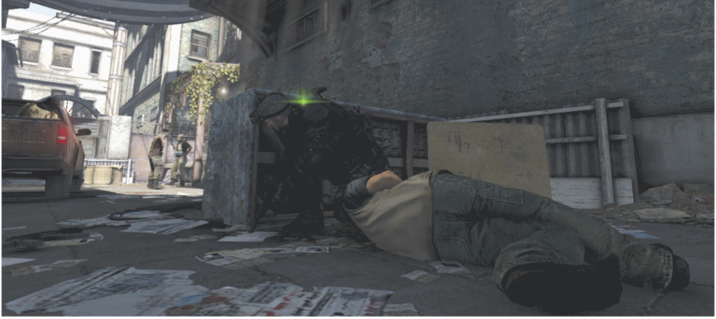
Now that you're away from prying eyes, it's time to change into your Ops Suit and equip your weapons. You ask Grim if she's received any update from her contact, but she hasn't. Briggs reinforces the fact that militia is everywhere. You knew this was going to get messy.

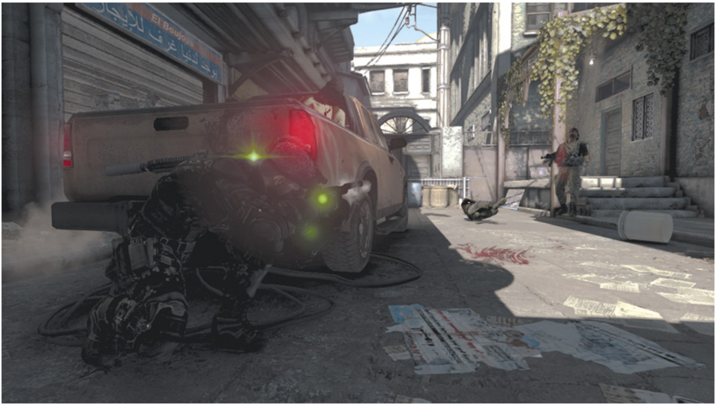
INTEL

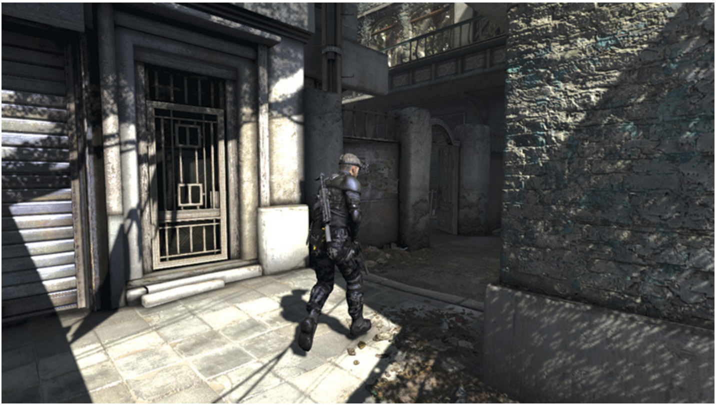
The Execute Ability is your best friend in situations where you are overwhelmed by too many hostiles or when innocents are in harm's way. Your Execute Ability gauge will fill with every kill you make, but it fills up faster when you take down enemies with lethal and non-lethal hand-to-hand strikes. Here are a couple of things you should know when in the field:

Before using the Execute Ability, you need to Mark your targets first. A white icon above a hostile's head means they are Marked; a red icon above a hostile's head means they are Marked, in range, and your Execute Ability is ready to use.

- Even if your Execute Ability gauge isn't ready for use, it's a good idea to Mark hostiles. That way when your gauge is full, you will be ready to strike.

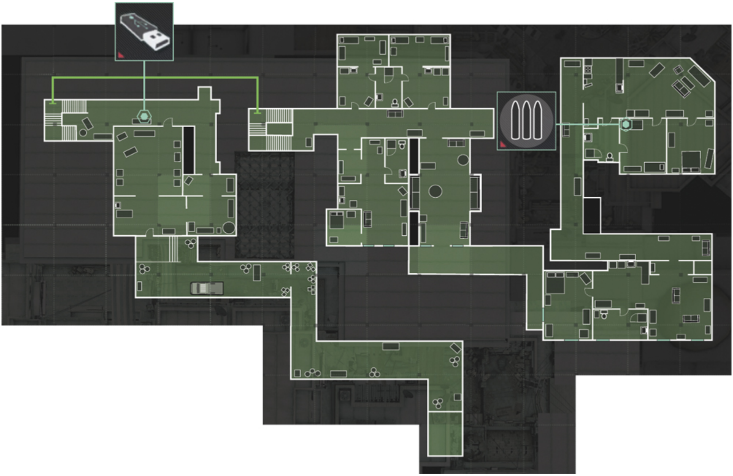


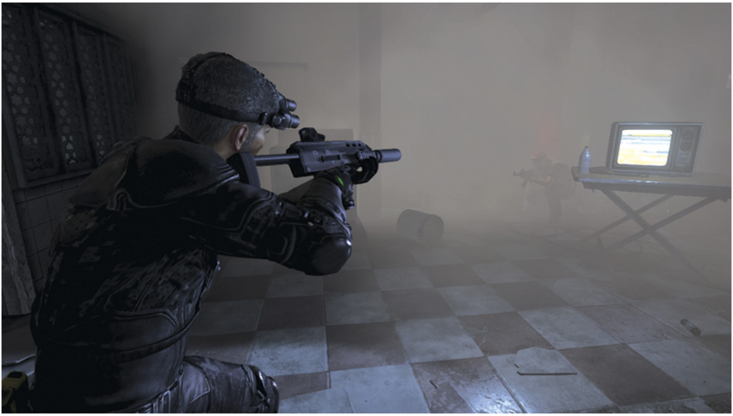




Walk down the alley and follow it around to the right to enter the safehouse from a side entrance. Before long, you encounter the first hostiles. Using cover techniques learned during the Prologue in Guam, move to the first crate, take cover, and perform a hand-to-hand strike on the first hostile. Your Execute Ability gauge will now be full, so you can activate your Execute Ability and quickly take down multiple targets in a single action. Mark the two enemies in front of you and use your newfound skill to kill them.

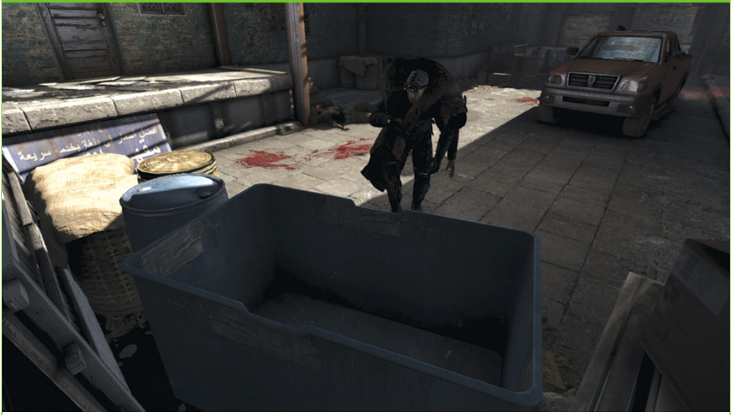
Infiltrate the Safehouse





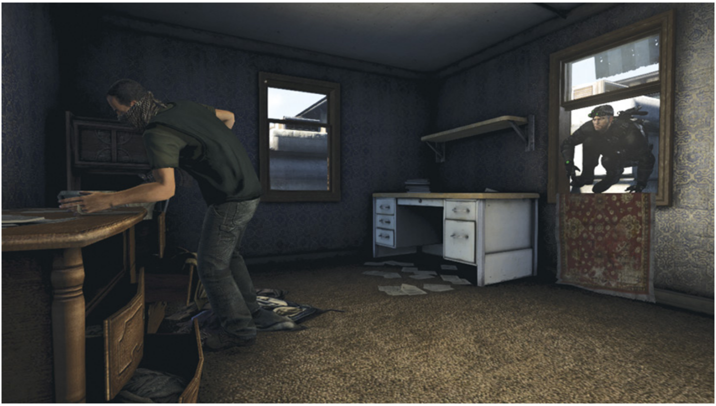
Briggs is unable to give you information about what's going on in the safehouse, but there's no time to waste. Approach the door, take cover, and open it. Inside are three hostiles who are oblivious to your presence. Take cover and toss a Smoke Grenade just beyond the enemy closest to your position. A cloud covers the room, disorienting the enemies within. Take down each hostile, and then exit the room through the door behind them. Enter the next hallway, collect the Dead Drop on top of the wooden dresser, and move on.

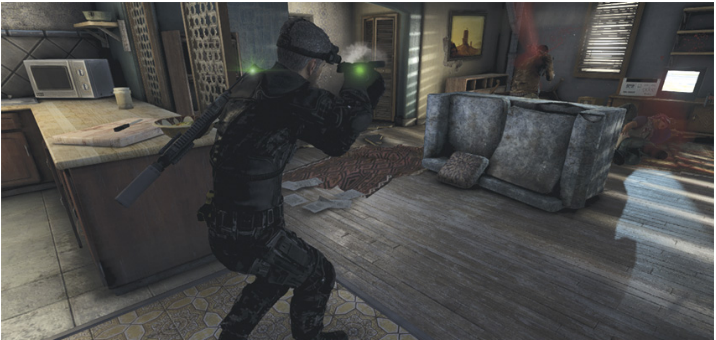
INTEL

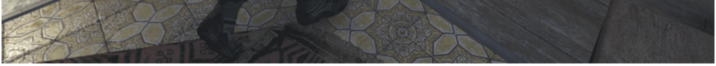


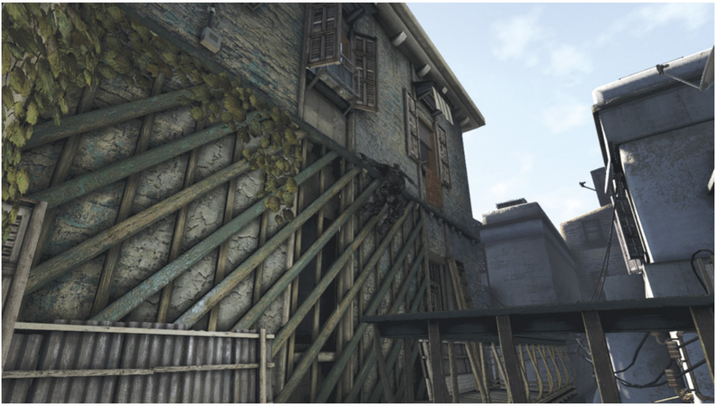
To gain extra bonus points, as well as to cover your tracks from enemies on patrol, look to hide the bodies of fallen hostiles in open bins located throughout each level. Each enemy you hide will net you +50 points and increase your multiplier at the conclusion of your mission.

As you continue down the hallway, you hear voices coming from the second floor. Cautiously make your way up the staircase and take cover near the doorway at the top. A quick peek reveals two hostiles 20 yards away. Quickly move diagonally to your left and enter the room. From there, go through the bathroom and into the adjacent room. Take cover near the door that exits into the hallway and use a hand-to-hand strike to eliminate the hostile nearby. In the room directly across from you are three more hostiles keeping an eye on some hostages. With your Execute Ability ready to use, Mark them for death, quietly enter the room, and then take them out.





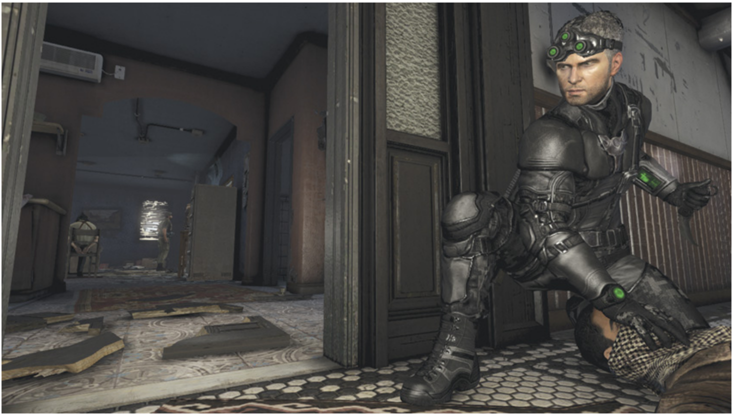


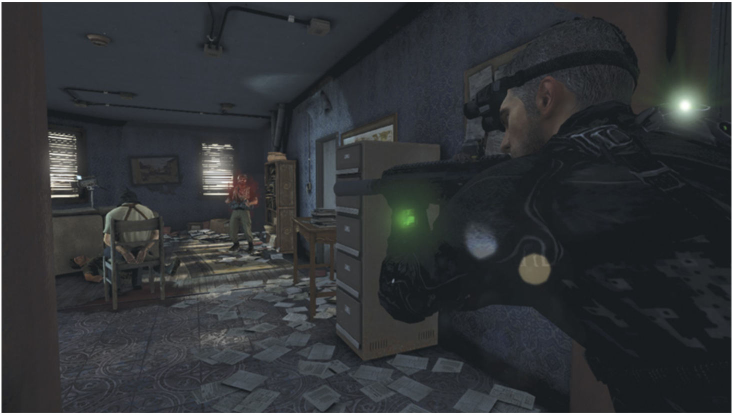


Make your way onto the balcony and walk to your left to the far end. Now climb up the latticework to the open window on the third floor, near the corner of the building. A hostile with his back to you is just inside. Quickly climb through the opening and perform a hand-to-hand strike. In the next room are two enemies guarding two more hostages. Mark them both and kill them using your Execute Ability. Exit the room and follow the hallway around to the right.

INTEL

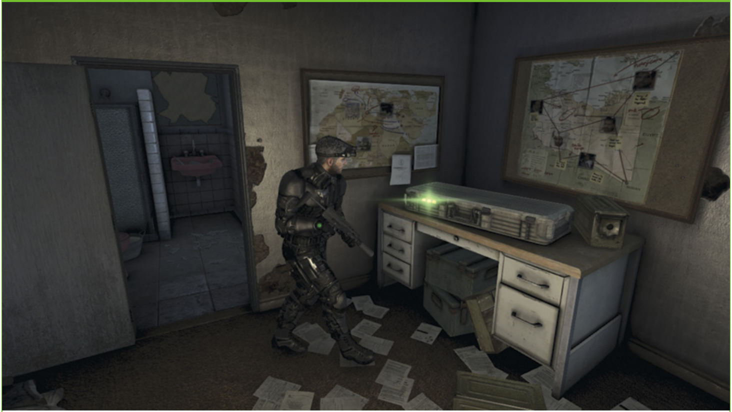
Next to your firearms, the Radar on your HUD is the most important piece of gear you have. Use it judiciously and often to locate targets moving through areas with hostiles.





Near the end of the hall take cover in front of the door to the right. Attract the enemy nearest you and get him to come out of the room. When he's in range, end him with a hand-to-hand strike. Don't worry about the others inside, as they're deep in discussion. Crouch down and enter the room. Mark the three hostiles, and then take them down using your Execute Ability. Before grabbing the informant, go into the room to your right to find a Supply Cache to replenish your ammo and gadgets.

INTEL



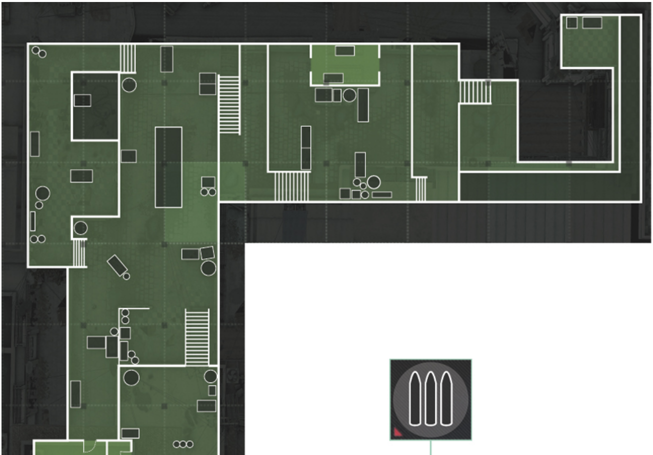
When playing on Rookie, Normal, and Realistic gameplay modes, you will find Supply Cache containers throughout each mission. Using them refills all of your ammo and replenishes all of your gadgets.

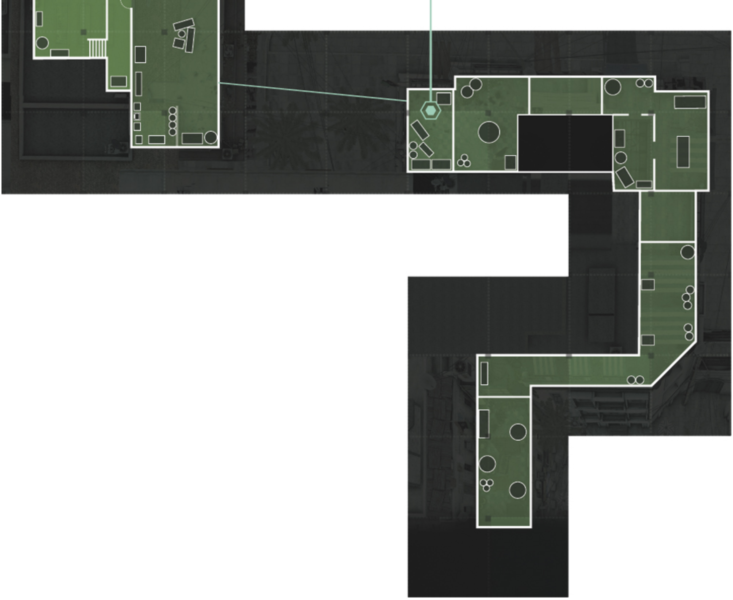
The Dead CIA Contact

ISAAC BRIGGS
CIA OPERATIVE
TYP 1
J78
DATABANK

As you move in to secure the package, you discover that it isn't the right guy. Briggs' intel was wrong; he had the right building and the right place, but instead of Kobin it's Grim's CIA contact. You tell her he's been made and that he's dead. Briggs tells you more militia are on their way to the safehouse. You need options, and now. Charlie tells you to patch the contact's phone, which you find on the ground, to your OpSat. He can then hack into it and find out where the previous call was placed. What Charlie finds is not good. Whoever used it last called the police station. Charlie sends the location of the station to your OpSat. After receiving the location, you tell Briggs to prep for a fast evacuation. Before you have time to move, he spots more militia moving into position around the safehouse. Briggs will cover your exit as you make your way out.

Reach the Police Station

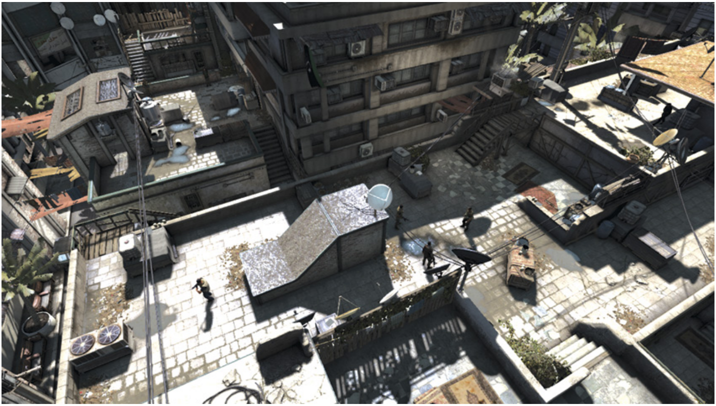




From your starting position, sprint forward and run along the balcony. Grim warns against going to the police station, stating blueprints reveal the militia have completely taken it over. However, Kobin's your only shot at discovering who's backing the Blacklist and you're not leaving without him.

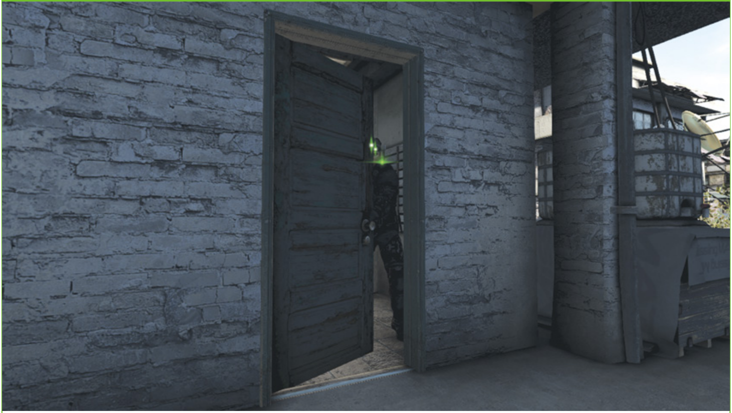
كافيتريا كافيتريا
أفضل الأسعار في بنغازي

At the end of the first balcony, climb over the railing, drop to the ground, and then climb up the wall in front of you. There are too many hostiles in the area, so you tell Briggs to change positions. Just over the edge at the top of the wall, you see three soldiers: one is right next to you, while two others are located across the alley on another balcony. As they continue to fire on Briggs' location, kill the enemy closest to you and climb up onto the balcony. Go through the room to your left, target the two other hostiles, and quickly take them down. Go forward, climb onto ledge, and move to the other side. Now head straight for the Supply Cache in front of you.

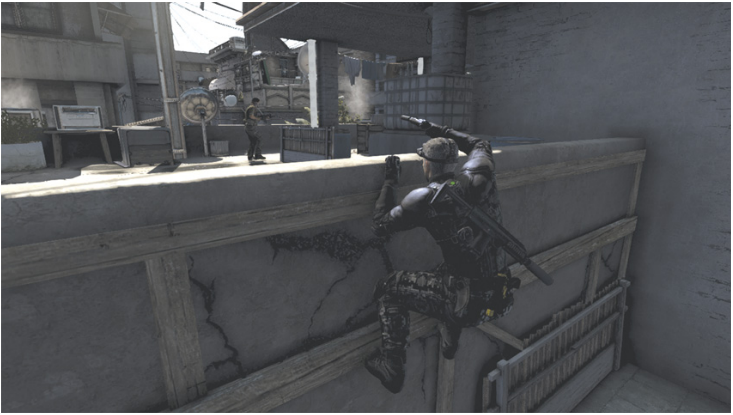


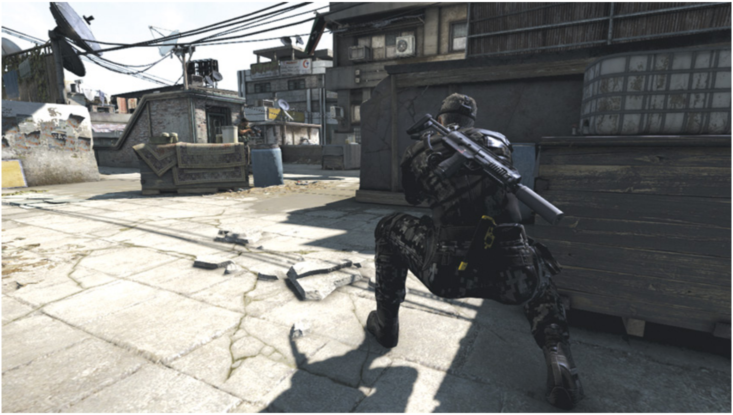
After replenishing your supplies, you see a hostile patrolling the balcony on the building across from you. Use the zipline and take a ride over to his position. When you're right above him, initiate a Death From Above strike to take him down. Now things heat up a little bit. The militia patrolling the area definitely knows something is going on, but they don't know who they're looking for. They don't even know how many people are involved. Regardless, you haven't time to waste, as they are all on high alert. Before moving on, hide the man you just killed in the bin next to you.

INTEL

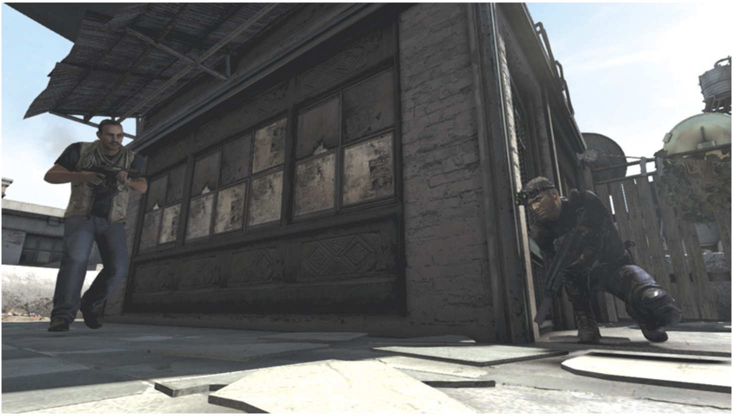


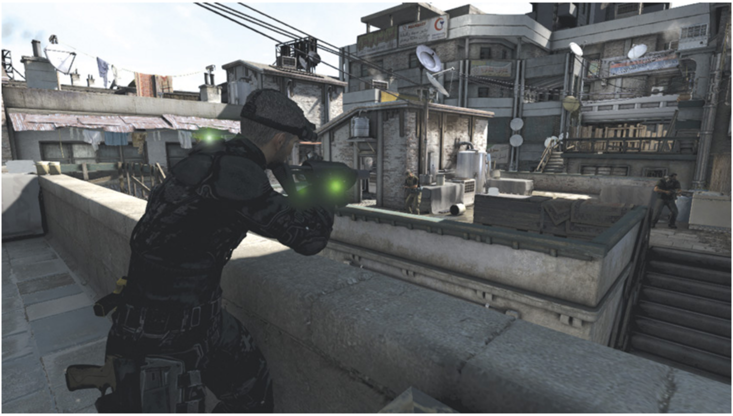
Hostiles will investigate rooms if you open a door that was previously closed. It's a good idea to close doors behind you to keep patrols from discovering your position, or to keep patrols from discovering the bodies of their fallen comrades.





Quickly move and open the door to your left, and then close it once you're on the other side. Jump over the railing in front of you and take cover near the right side of the door. Now move forward and take cover near the crate directly in front of you. Check your Radar. One hostile is in front of you and two are to your right. Wait for the one in front of you to get within range and eliminate him with a hand-to-hand strike. Throw the body over the side of the building and climb up the short wall behind you to target the next hostile. Peering over the ledge, wait until he walks next to the satellite dish near the opposite ledge and kill him. Drop back down and retake cover behind the crate. Wait for the next hostile to get within range and kill him with a quick shot to the head.



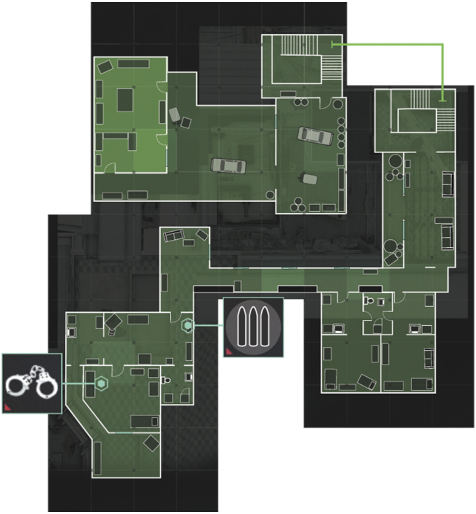


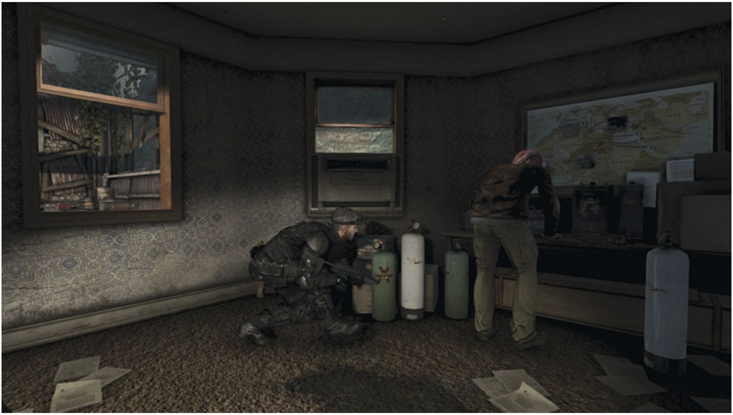
Move to your left and head to the corner on the left side of the building. Kill the hostile you find there, and then turn and sprint to your right. Crouch and take cover behind the wall in front of you. Checking your Radar, you note the last two hostiles. Mark them for death, and then head over to their location. When you're in range, take them down using your Execute Ability. Now follow your waypoint marker and head over to the apartments.

INTEL

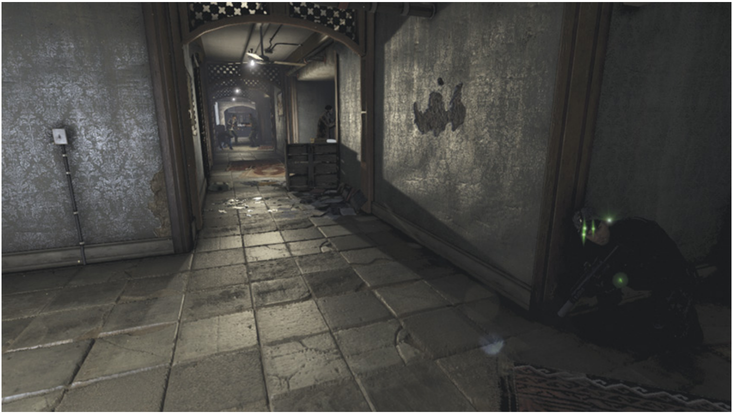
Located throughout each mission are High Value Targets that need to be subdued for capture. Successfully bagging these hostiles will make the government happy, as well as pad your coffers at the end of the mission.

Apartment Siege

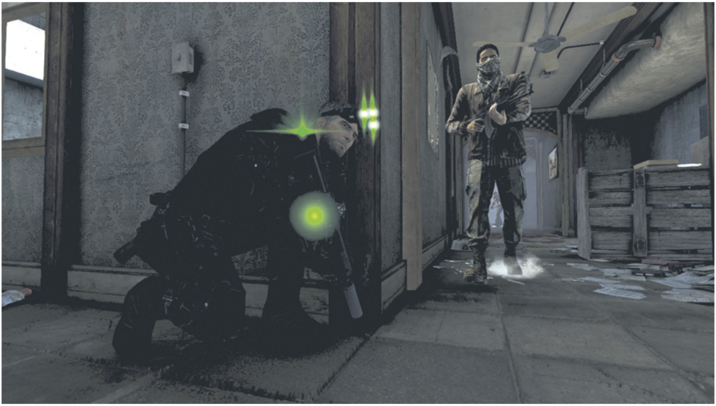


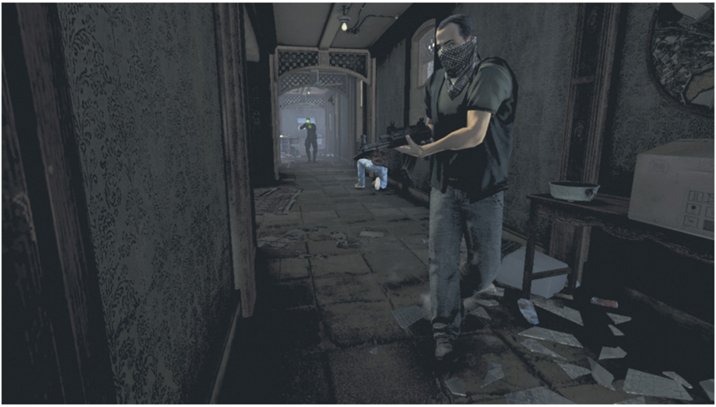


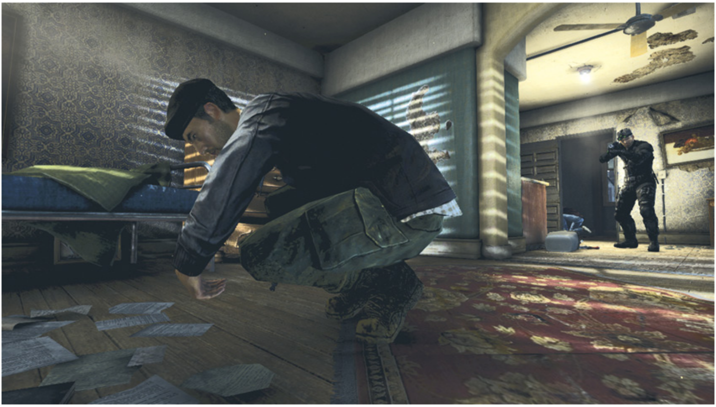
As you continue onward, Grim chimes in that a High Value Target is in the area. You immediately hear his muffled voice coming from down below to your left. Drop from your perch on the ledge into a crouch and move toward the window in front of you. When the target's back is turned, quickly open the window and enter the room. The hostile is yours. Once secured, Grim informs you the best way to reach Kobin is to head toward street level.



Exit the room and head to the Supply Cache to replenish your ammo and gadgets, and then proceed through the door into to the next hallway, closing it as you go. Take cover near the wall to your right, and then move diagonally toward the light switch in front of you. From your vantage point, make a quick scan of the corridor. One hostile is two feet away, and two others are 20 yards down the hall. The enemy closest to you continues his patrol of the immediate surroundings, while one of the men down the hall disappears into a room to the right, leaving the second behind to patrol the far end of the passage.

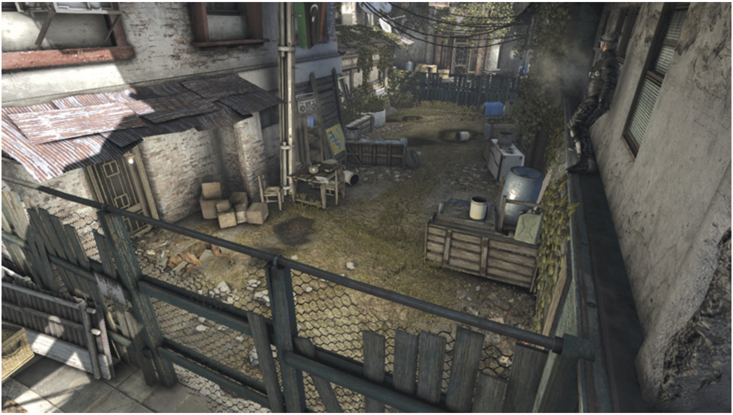






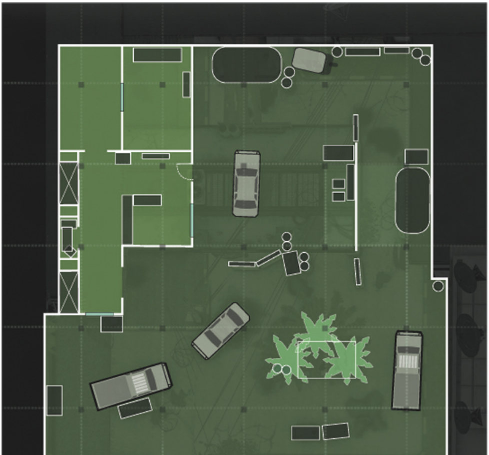
Flip off the light switch to create a cover of semi-darkness. This immediately raises the suspicion of the two visible men but doesn't cause a panic. Once the hostile closest to you is within range, take him down with a hand-to-hand strike. Quickly move toward the next enemy, using cover as necessary. Once he's in range, sink a bullet into his skull. Go into the room across from the innocent in the hallway and kill the third hostile.

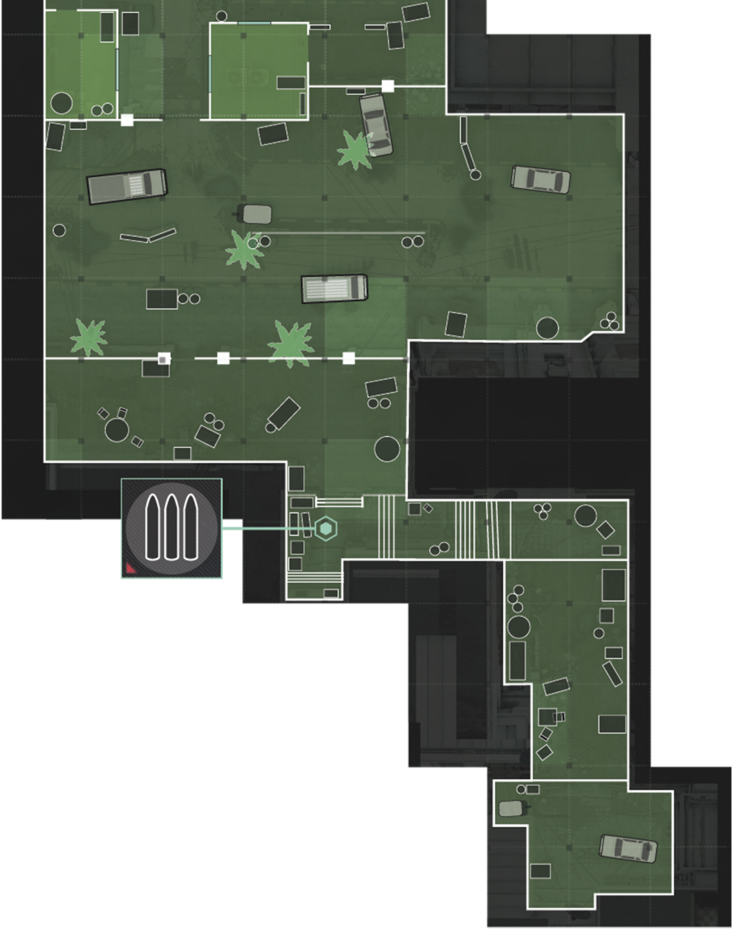
Exit the room, follow the hallway around to the left, and then head for the double doors in front of you and the stairwell beyond. Take cover near the railing at the top and look down to see the next hostile. Kill him, continue down to the bottom, and go through the door to enter the garage. Check your Radar once again. Two more hostiles are in the vicinity. Hunt them down and kill them, and then follow the waypoint marker to the exit.

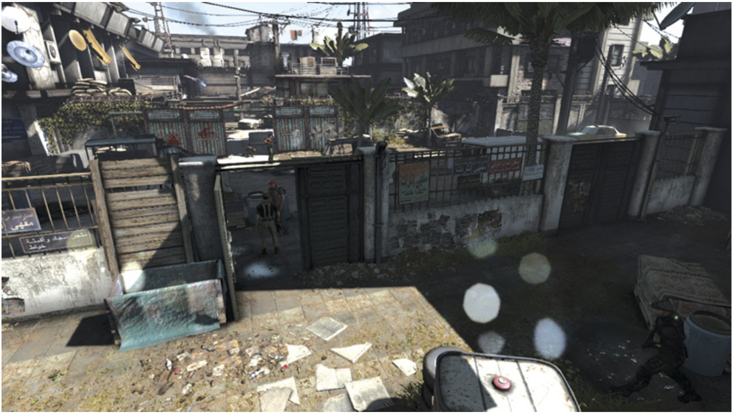


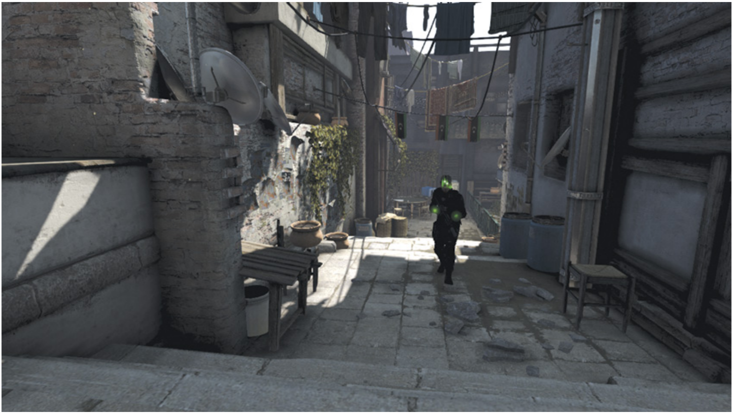
Move forward and scale the wall in front of you. From your vantage point you see a chain-link fence and a dog behind it. Drop down and move toward the wall on your right, out of view from the canine. Climb the wall and get in a standing position so you can shimmy around the ledge to the right. From here you can either shoot the dog, wait for it to come within range for a Death From Above attack, or wait for it to approach the fence and then use a Sticky Noisemaker to distract it. If you chose to use a Sticky Noisemaker, wait for the dog to get near the chain-link fence and then throw the device at the fence. Once the canine is sufficiently distracted, drop from your perch and quickly move to the opposite end of the yard and make your exit.

Rescue Kobin from the Militia





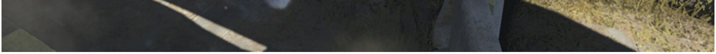




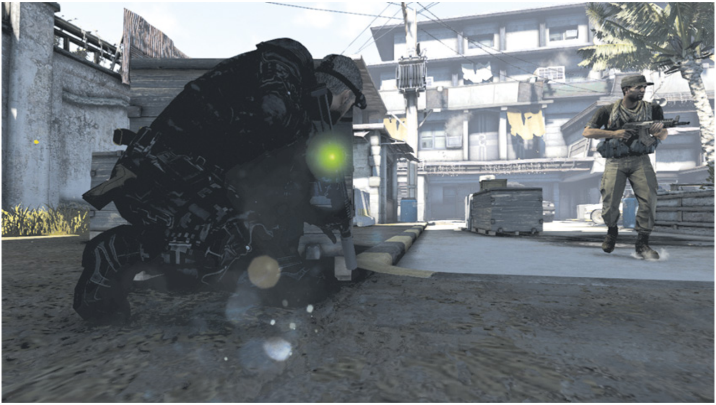
Follow the path around to the right to get your first view of the militia's headquarters, where Kobin is being held. The courtyard outside the HQ is teeming with hostiles, so gaining entrance isn't going to be easy.

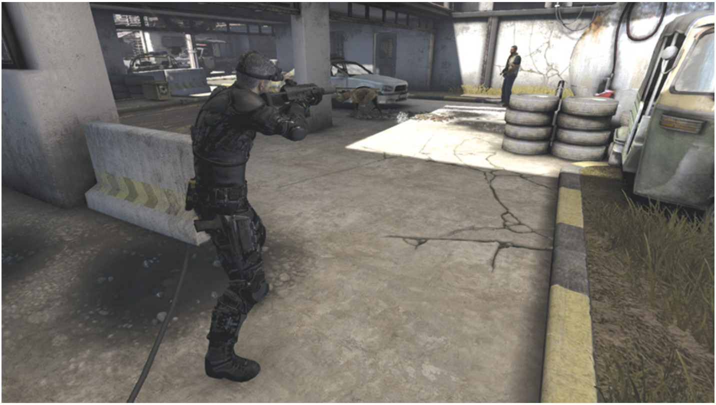
Caution

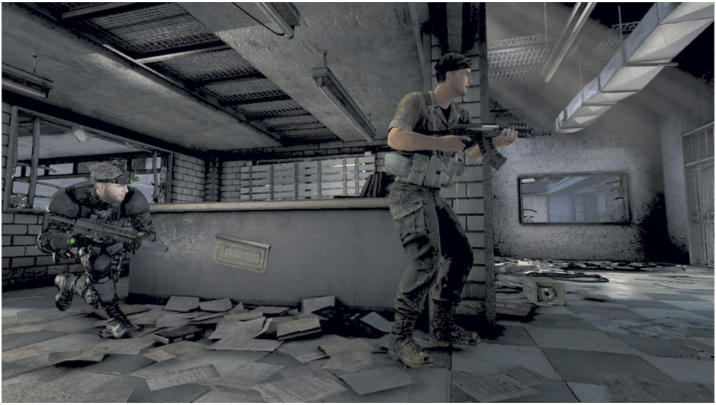
The number of hostiles will not increase if you remain undetected. However, if you are spotted at any time during your assault on the police station, reinforcements will arrive, making your siege that much tougher.



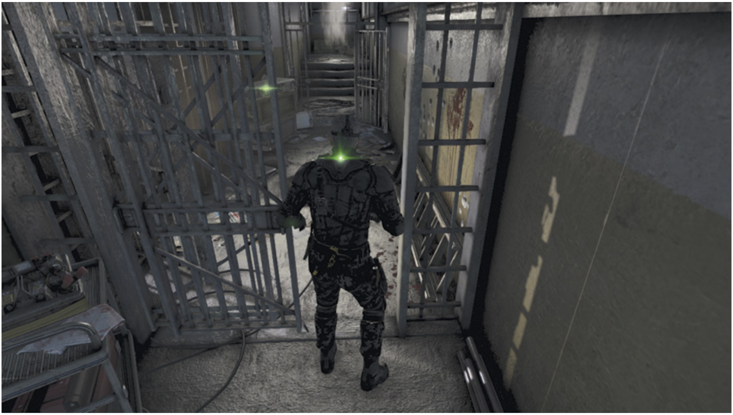
Quickly make your way to the open carport gate leading to the street between you and the exterior of the police station. Your first targets are two hostiles having a conversation, standing street-side just beyond the gate. Mark them for termination, use your Execute Ability to kill them, and then go after the remaining hostile patrolling the outside of the station. To avoid detection, make sure he's walking to your right, away from the station's courtyard entrance, before you take him down. Once he's been eliminated, check your Radar; when the coast is clear, hop over the broken stone wall near you and enter the courtyard.

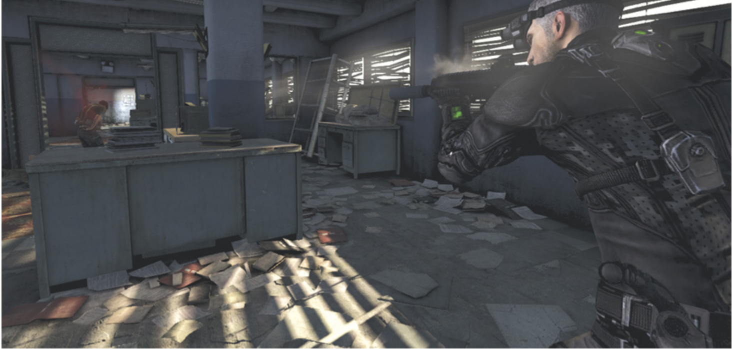




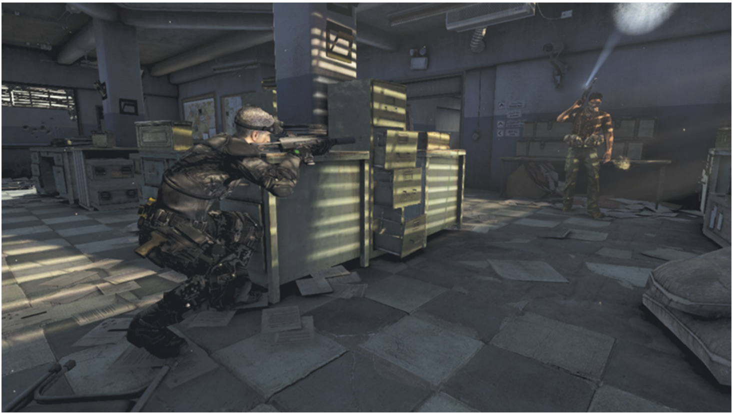


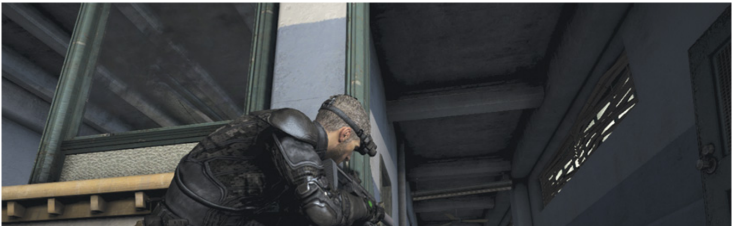
Immediately take cover behind the crates in front of you; another hostile should be nearby. Once he's within striking distance, silently take him down. Continue along the right-hand wall to the rear of the carport. As you approach the back, you will most likely encounter a dog and a lone soldier. Eliminate both and go through the door next to the destroyed police cruiser. Eliminate the last hostile in the area and follow the waypoint marker to enter the building.



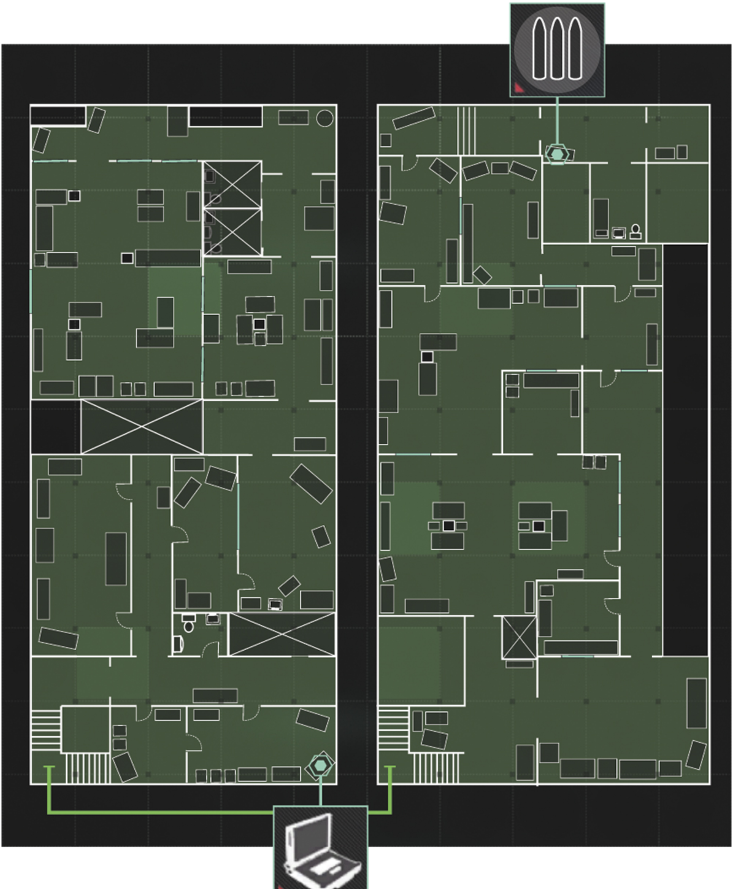


Grim tells you that the most likely place Kobin is being kept is an interrogation room on the second floor. As you move toward your destination, Briggs begins to move into position for extraction. As expected, the prison is no paradise. Garbage is strewn everywhere, and there are traces of past atrocities present throughout. Screeching rats and screams of torment can be heard echoing all around you. After replenishing your ammo and gadgets at the Supply Cache, move toward the end of the hallway and go through the door to your left. Directly in front of you is another door, and you can hear voices coming from the other side. Open the door, Mark the two enemies, and then quickly use your Execute Ability to kill them before they can react.





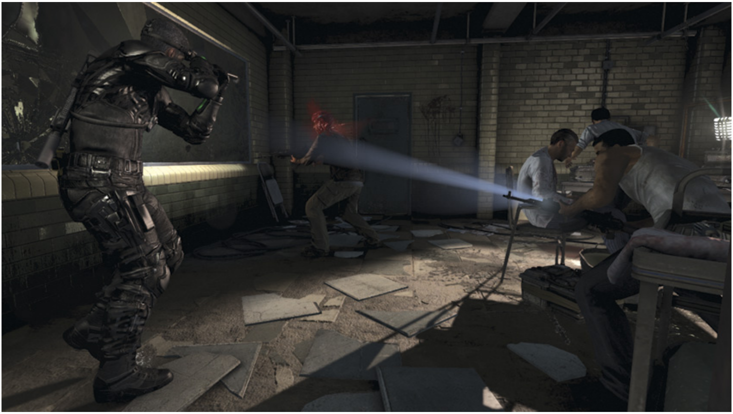
Drop into a crouch and move cautiously toward the opening directly in front of you. A third soldier is on patrol nearby. Look for his flashlight beam, and then move into position to take him down. One last hostile remains; he is patrolling the hallway to your left. Seek him out and silence him before moving up to the second floor.



As you make your ascent, Grim tells you to be on the lookout for a Blacklist Laptop. If you find it, you will be able to hack into it and download data that can potentially be used against the Engineers. Fortunately for you, the laptop is located nearby. Take a right at the top of the stairs and walk into the last doorway on the right side of the hall. Pay dirt! Download the information, and then follow the waypoint marker and enter the room where Kobin's being detained.

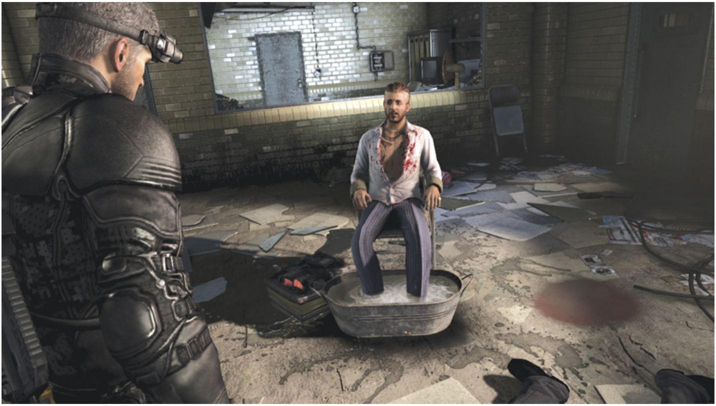
Torturing Kobin

While standing behind a two-way mirror, you see Kobin strapped to a chair with his feet in a tub of water. One man uses two electrified rods to shock him while another asks him why he ran to talk to the Americans. Kobin explains it has nothing to do with the militia in Lybia. The interrogator becomes irate at the notion that they are not dangerous enough to turn in to the CIA, but Kobin tries to reassure him this isn't the case. Realizing you've seen enough, you move in to save Kobin before they actually kill him.



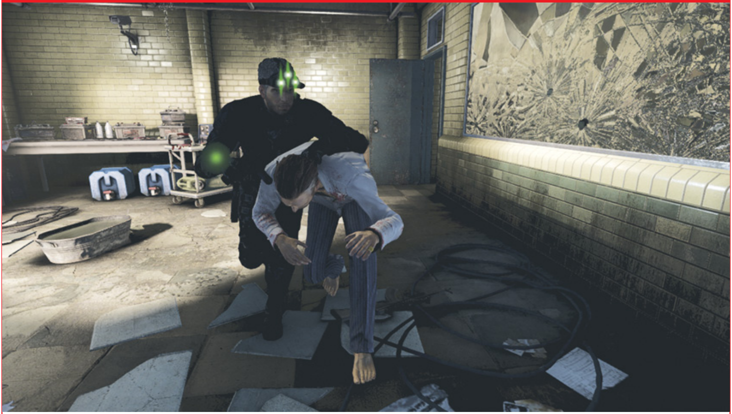
Mark the three hostiles from your side of the mirror, and then enter the room and use your Execute Ability to kill them.

Rescuing Kobin

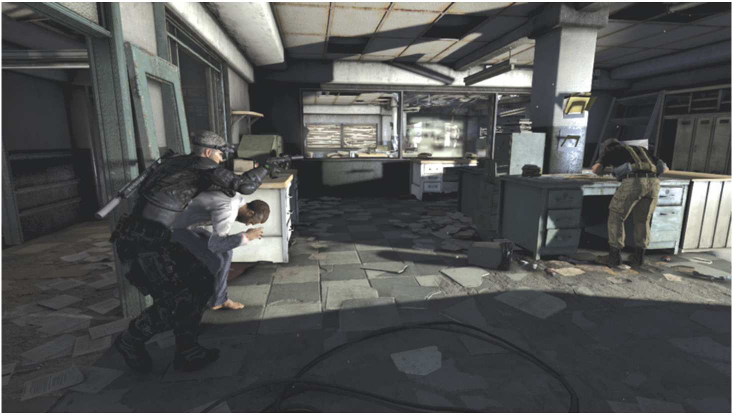


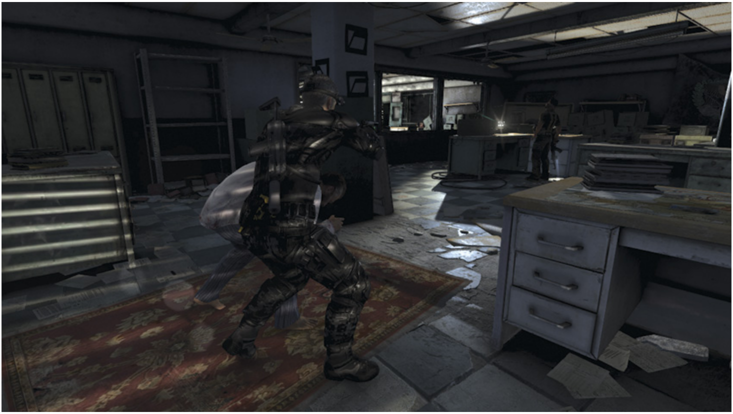
As you enter the room behind Kobin, he thanks you for saving him, and asks if you're CIA. When he sees who you really are, Kobin panics and tries to escape his bonds. All this does is cause him to comically fall over in his chair. Grim tells you it's about to get ugly at the station, as reinforcements have arrived, and you tell her the package is secure. Briggs reports he is inbound to your location with the van. It's time to get moving, with a relieved Kobin in-tow, and leave the station behind.

Caution



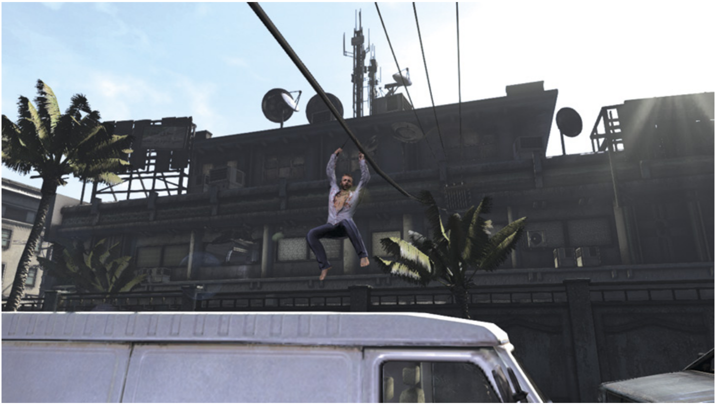
Get Kobin to the extraction point without being detected. If you two are spotted, more reinforcements will show up, severely hampering your chances of making it out alive.

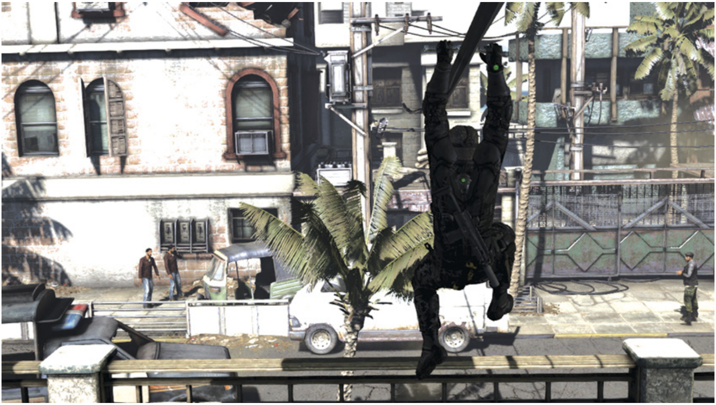




Slowly move toward the door in front of you. In the adjacent room you hear a couple of hostiles talking. Stay out of sight and wait for their conversation to end and for one enemy to leave the room. Approach the door to your right and take down the first soldier. Continue moving toward the opening in front of you and into the next room. Cautiously move to the next set of open double doors and head left into the next hallway. Just past another opening straight ahead is the next target. Take him down and continue forward. The last entryway to your left is where the final hostile stands. Eliminate him to end the threat and conclude the mission.

Extracting with Kobin





After all the threats are eliminated, Kobin protests as you move him out onto a ledge covered in broken glass. Once in place, you place a belt on top of the zipline above his head and tell him to take a ride to the ground where Briggs is waiting. You then jump up to the zipline and follow it down to join the two men below.

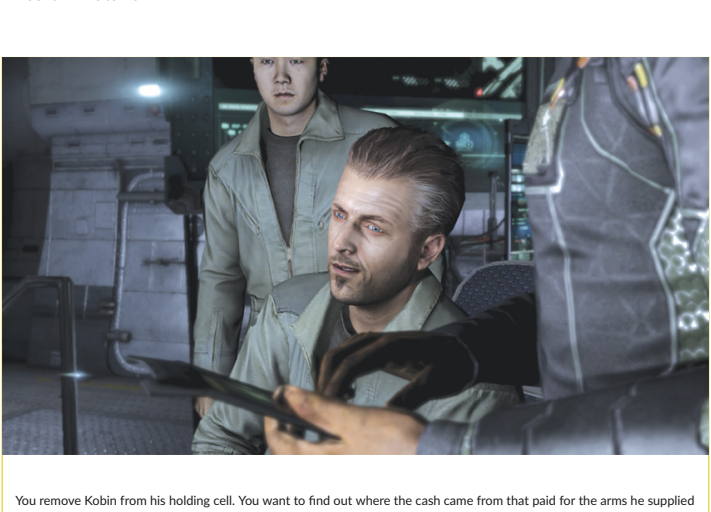
Mission Wrap-Up

Back aboard the Paladin, you throw Kobin into a chair in front of the team and tell him to talk. He explains that six weeks prior, a client contacted him to obtain some small arms, a missile launcher—you name it. He was willing to pay top dollar. It was a good deal ... too good. Kobin had no idea the weapons were going to be used to attack an American military base. All he knows is the guy purchasing the munitions is a very bad guy who doesn't leave loose ends. Kobin turned himself into the CIA to keep you and your team from coming after him over the events in Guam. Not knowing what to do with Kobin just yet, you have Briggs put him in the detention center. Meanwhile you have Grim and Charlie try to dig up any information they can regarding Kobin's mystery customer. It's time to go hunting.

Campaign

Mission 2: Insurgent Stronghold Mirawa, Iraq

Mission Details



You remove Kobin from his holding cell. You want to find out where the cash came from that paid for the arms he supplied to the Engineers for the hit on Guam. You trace a money transfer from Mirawa in Eastern Iraq. Pulling satellite photos from the region, Grim reports it's the largest of the four camps you've found in the area, and it's heavily fortified. Immediately you make preparations for the mission to find the buyer.

Objectives: Identify and Interrogate Kobin's Buyer, Locate Source of Transmission

Recommended Loadout:

Gadgets: Sticky Noisemaker, Sticky Camera

Goggles: Standard

Ops Suit: Classic Ops Suit (Torso), Classic Gloves (Gloves), Classic Ops Suit (Pants), Classic Ops Suit (Boots), Classic Green (Lights)

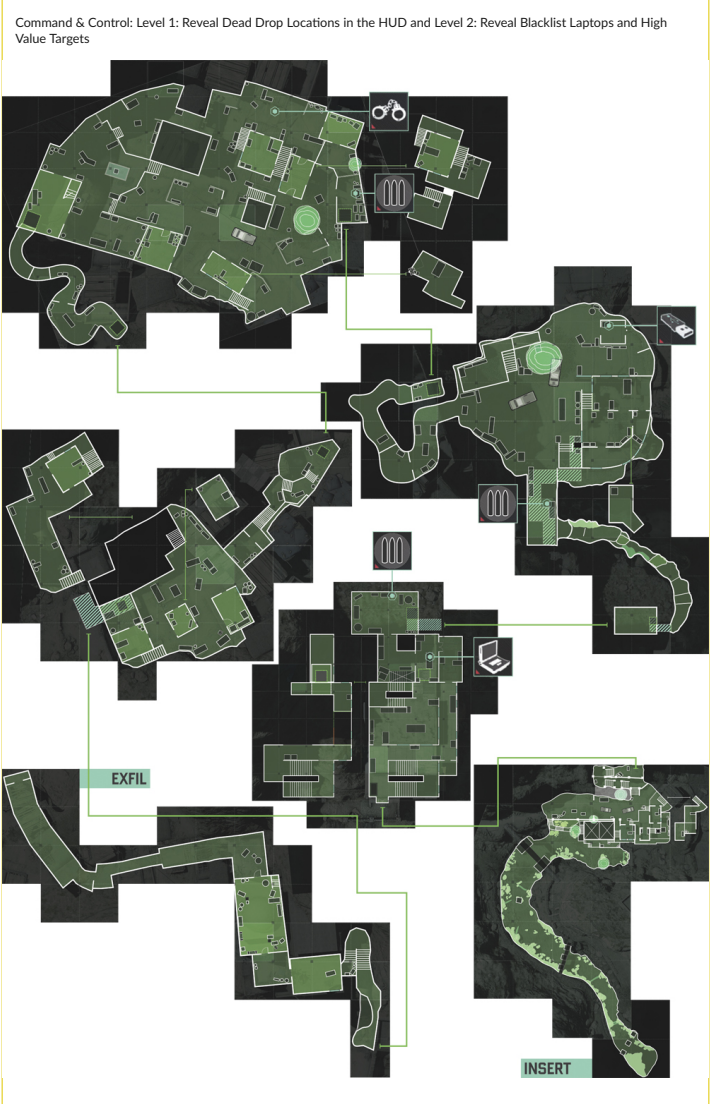
Pistol: PX4 Storm .45 with Armor Piercing Rounds

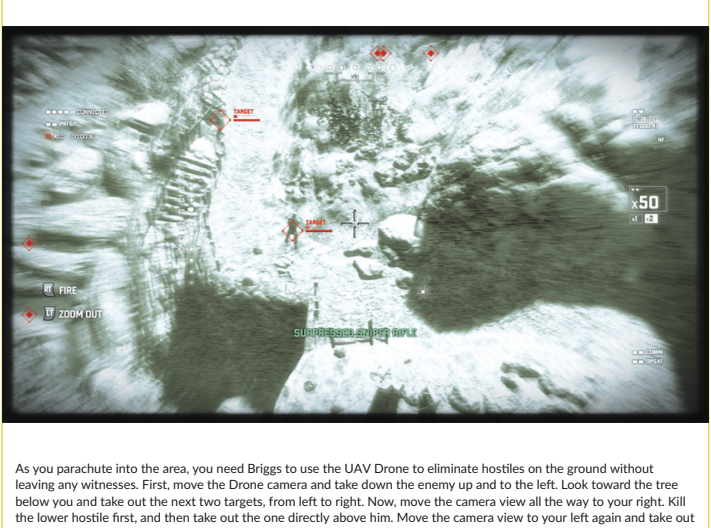
Alternate Weapon: SR-25 Sniper Rifle

Special Weapon: Stun Gun

Paladin Upgrades:

Command & Control: Level 1: Reveal Dead Drop Locations in the HUD and Level 2: Reveal Blacklist Laptops and High Value Targets



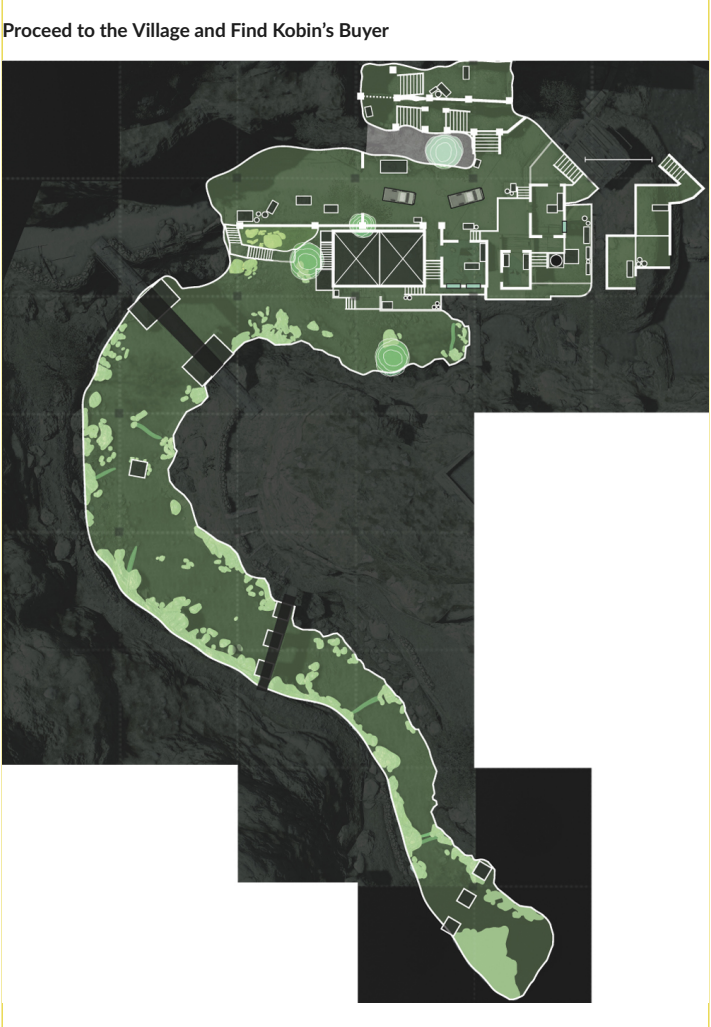


As you parachute into the area, you need Briggs to use the UAV Drone to eliminate hostiles on the ground without leaving any witnesses. First, move the Drone camera and take down the enemy up and to the left. Look toward the tree below you and take out the next two targets, from left to right. Now, move the camera view all the way to your right. Kill the lower hostile first, and then take out the one directly above him. Move the camera view to your left again and take out the next two targets, starting with the one to your immediate left. Now, move the Drone camera up and look to your right. Target and kill the lone hostile first, and then target and kill the other two to your left. Once they're eliminated, you can move up the river without being seen.

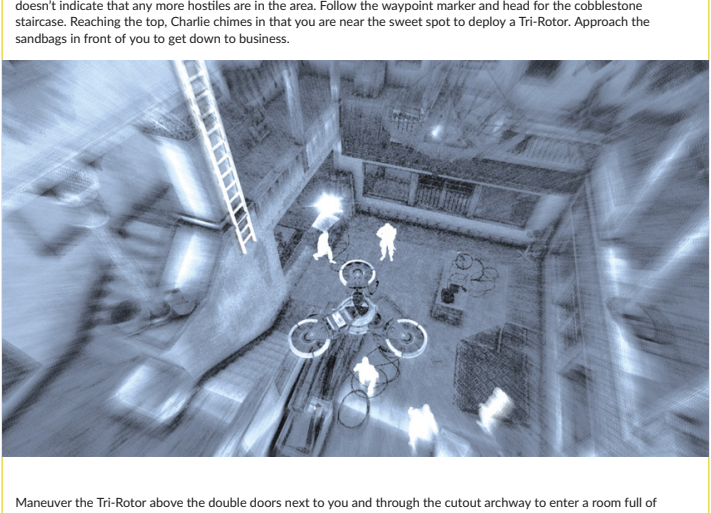
INTEL

When targeting hostiles from the UAV Drone camera, be sure that if two hostiles are near each other, they are not looking at one another. If you kill a hostile while another hostile is watching, you will have to restart the mission.

Proceed to the Village and Find Kobin's Buyer

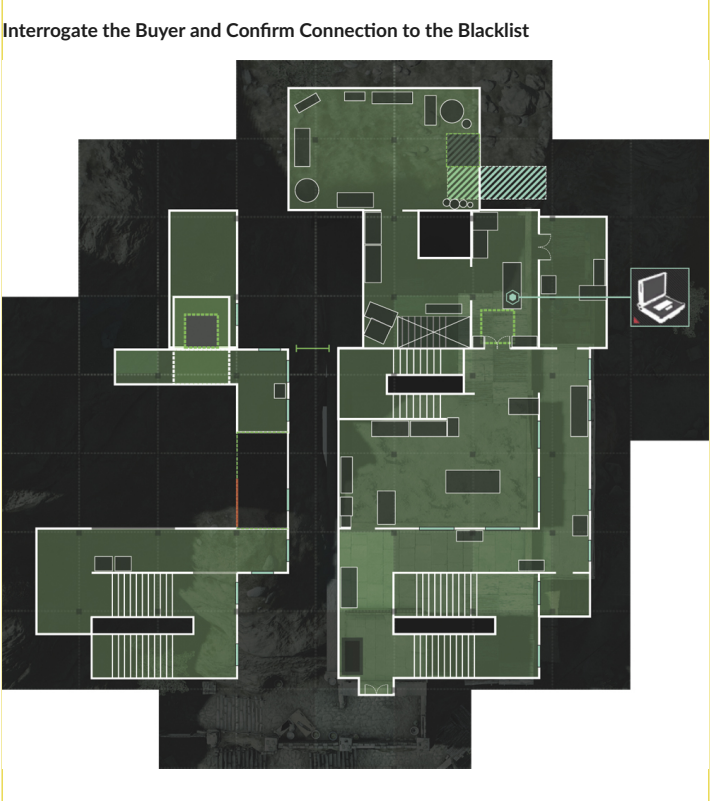


As you move forward, Grim reports that she detects heat signatures in a house a short distance away. Jog along the stream's edge until you are near a small village. As you get close, Grim says she's detected two hostiles nearby. Proceed up two staircases, and then scale the wall of the orange building with the blue roof and enter through the open window. Take cover near the right side of the door in front of you. Target the two hostiles standing outside and kill them. Your Radar doesn't indicate that any more hostiles are in the area. Follow the waypoint marker and head for the cobblestone staircase. Reaching the top, Charlie chimes in that you are near the sweet spot to deploy a Tri-Rotor. Approach the sandbags in front of you to get down to business.

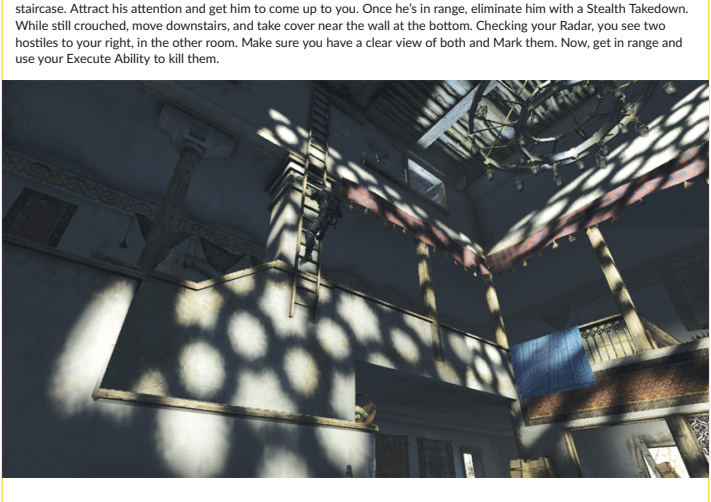


Maneuver the Tri-Rotor above the double doors next to you and through the cutout archway to enter a room full of hostiles standing around. Use the waypoint as a guide and fly right toward it. Position the Tri-Rotor in the top-left corner to initiate the voice-scan, which will begin automatically. Once you've positively identified the buyer, Grim reports that UAV Drone images identified tactical entry points located at the side of the building. Sounds like solid advice, and it's a little bit safer than waltzing through the front door. It's time to go hunting!

Interrogate the Buyer and Confirm Connection to the Blacklist

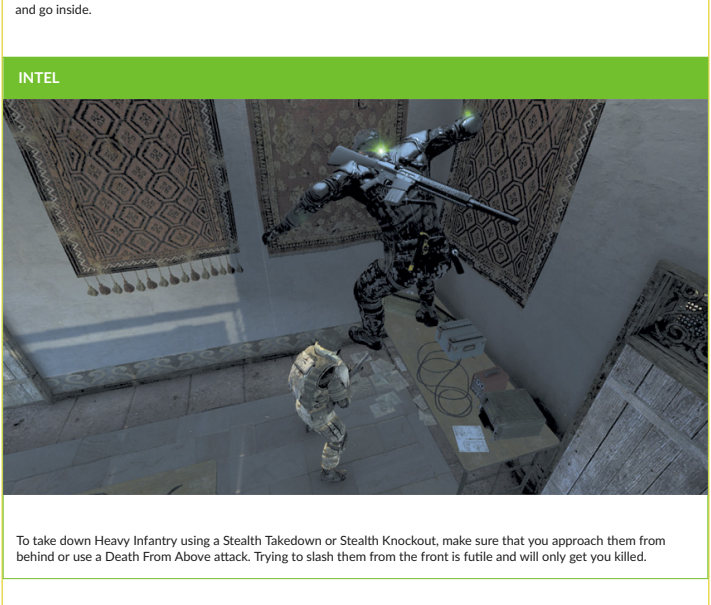


From your crouched position, move towrds the wall in front of you, and then scale up and over it. Weave around the outside of the building to your right and pause at the corner. A hostile is patrolling the parameter, and you don't want to attract his attention. When he's not looking in your direction, quickly move around and kill him using your pistol. Climb inside the window above you and enter the facility. Taking cover to your right, you see a hostile at the bottom of the staircase. Attract his attention and get him to come up to you. Once he's in range, eliminate him with a Stealth Takedown. While still crouched, move downstairs, and take cover near the wall at the bottom. Checking your Radar, you see two hostiles to your right, in the other room. Make sure you have a clear view of both and Mark them. Now, get in range and use your Execute Ability to kill them.

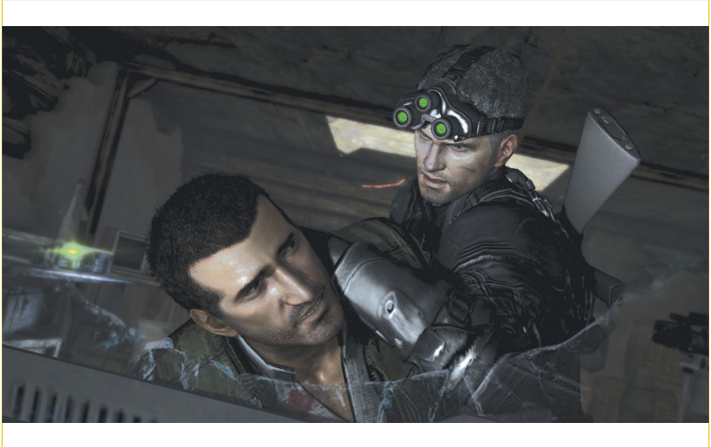


Following your waypoint leads you to a set of wooden double doors, and your Radar shows a hostile behind them. Instead of taking him head-on, go up the stairs to your left to reach the second floor. Once at the top, climb over the bannister in front of you, move to your left, and climb up the wooden ladder. At the top, move to your right and go through the opening. Move forward to the portal in the floor and peer over the edge to find the Heavy Infantry soldier below you. Drop down to the third handhold from the top and wait for the Death From Above prompt. Activate the stealth move to kill the Heavy and fully charge your Execute Ability. As luck would have it, a Blacklist Laptop is nearby. Hack away and gain its intelligence. Reorient to your waypoint marker, which is glowing purple, and head to it. Now open the iron door and go inside.

INTEL

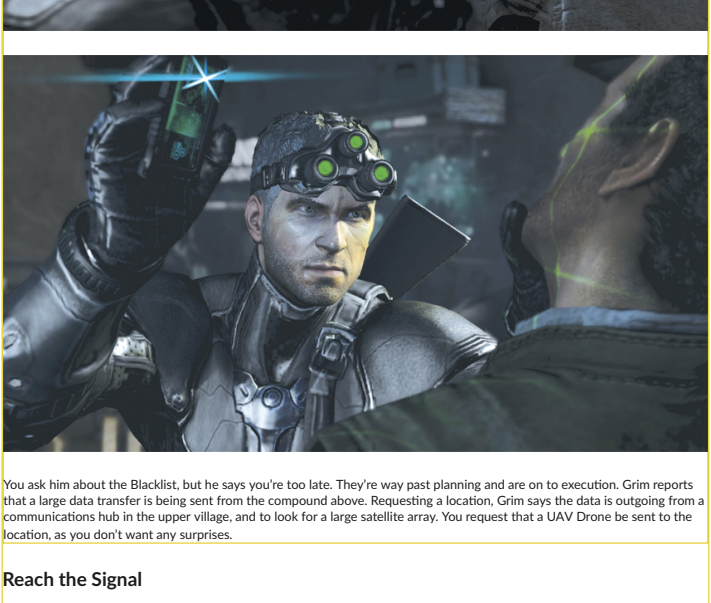


To take down Heavy Infantry using a Stealth Takedown or Stealth Knockout, make sure that you approach them from behind or use a Death From Above attack. Trying to slash them from the front is futile and will only get you killed.



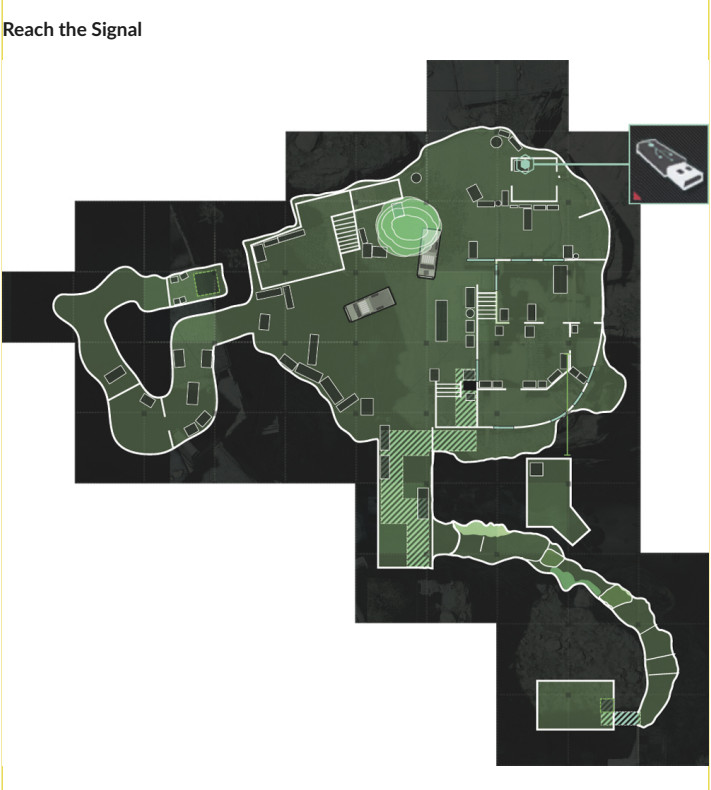
Interrogating the Buyer

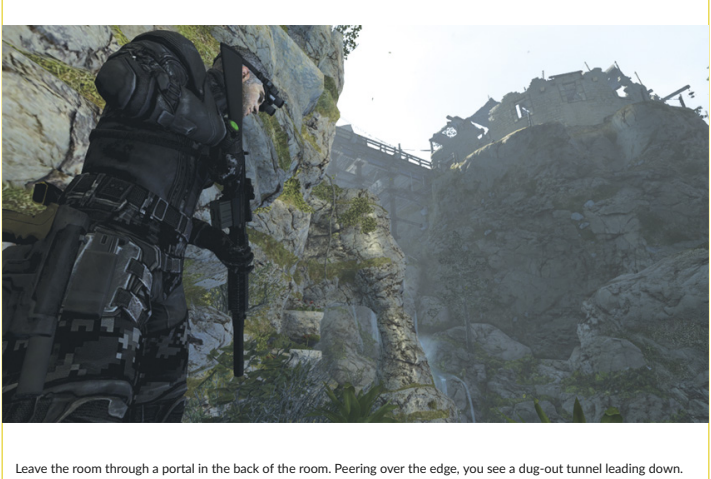
You enter the room and turn to your right to find Kobin's buyer. Firing off a couple of rounds from your pistol, you hit him in his right shoulder. Before actually interrogating him, you rough him up a bit. After you throw him to the ground, he begs you to hold on a second. You oblige by picking him up and driving his head into a monitor. He begs you again to stop, and then tells you he's MI6, which is code for secret operative. He starts to explain he's been deep undercover for three years and now you've just wasted all his efforts. You ask him his activation key, at which time Grim begins to run a check. She reports back that his is an outdated clearance and asks for a retinal scan. Matching the scan to current records, Grim says he was MI6, but not anymore. A burn notice was put out on him five years ago.



You ask him about the Blacklist, but he says you're too late. They're way past planning and are on to execution. Grim reports that a large data transfer is being sent from the compound above. Requesting a location, Grim says the data is outgoing from a communications hub in the upper village, and to look for a large satellite array. You request that a UAV Drone be sent to the location, as you don't want any surprises.

Reach the Signal



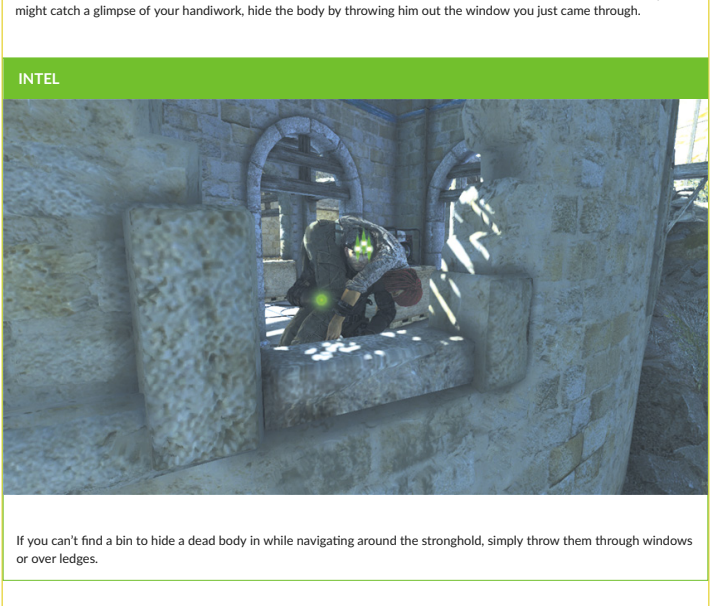


Leave the room through a portal in the back of the room. Peering over the edge, you see a dug-out tunnel leading down. Climb over the ledge and drop to the bottom. Following the waypoint marker you eventually end up in front of a tall cliff face, with a rope leading up. Continue to navigate your way around the mountain until you reach the scaffolding underneath the bridge. Settle into your new perch and check your Radar. Directly above you are two hostiles; the sound of their voices drift down to you. For the moment, ignore the Supply Cache in front of you and scale the scaffolding to your right, high enough to get line of sight on the two hostiles. Mark both of them, Execute them, and then return to your perch beneath the bridge and refill your ammo and gadgets.

Move forward in a crouched position to the end of the scaffolding and veer to the right, where you find a ledge that's easily traversable. Alongside it is part of the building to the village. Follow the ledge around to the left, where it ends in a precarious drop. Climb up the side of the wall and immediately move to the right, coming to rest underneath a broken window opening. Just beyond are your next two targets.

Attract the attention of the first hostile and coax him over to your position. Once he's in range, reach up and pull him through, which should fill up your Execute Ability meter. Quickly go up and over the opening, and then take cover on the left side of the doorway in front of you. Move silently to the crate on your right to get a good view of your next target. Maneuver around the crate and strike the hostile with a hand-to-hand strike. Because there are others in the vicinity who might catch a glimpse of your handiwork, hide the body by throwing him out the window you just came through.

INTEL

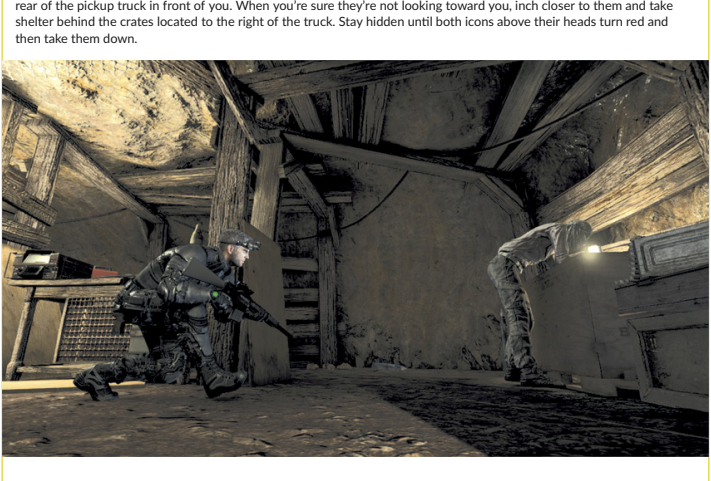


If you can't find a bin to hide a dead body in while navigating around the stronghold, simply throw them through windows or over ledges.

After disposing of the body, walk quickly to your left, and then up and over the short ledge. Immediately take cover near the stack of crates to your left. Look around; you should see your next target. Before dealing with him, quickly move toward the tent in front of you when he's not looking in your direction. Cut into the fabric to create an opening and discover another Hidden Path. On the other side you find a Dead Drop sitting on a cot. Now it's time to deal with the hostile.

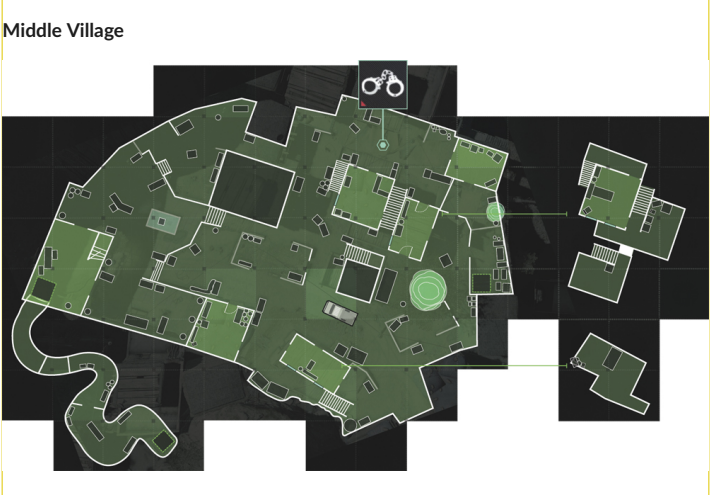
Crouch and cautiously approach the front of the tent where you hear the sound of weapon fire. Exit the tent and take cover behind the sandbags that are fortuitously close to your next target. As soon as he's distracted by reloading his weapon, climb over the sandbags and take him down with a hand-to-hand strike. Hide the body in the bin near the rear of the tent and check your Radar.

Turn around and locate your final two targets. Mark them for death and crouch down. Quietly make your way toward the rear of the pickup truck in front of you. When you're sure they're not looking toward you, inch closer to them and take shelter behind the crates located to the right of the truck. Stay hidden until both icons above their heads turn red and then take them down.



Move toward the waypoint marker and weave your way through what appears to be a man-made tunnel system. Fortunately, there's only one hostile to deal with down here. Use a hand-to-hand strike to drop him and continue on. Seems like the Engineers were busy building escape routes and carving out subterranean arteries to shield their movements from flyovers and other prying eyes. According to Grim, evidence of excavation is everywhere.

Middle Village



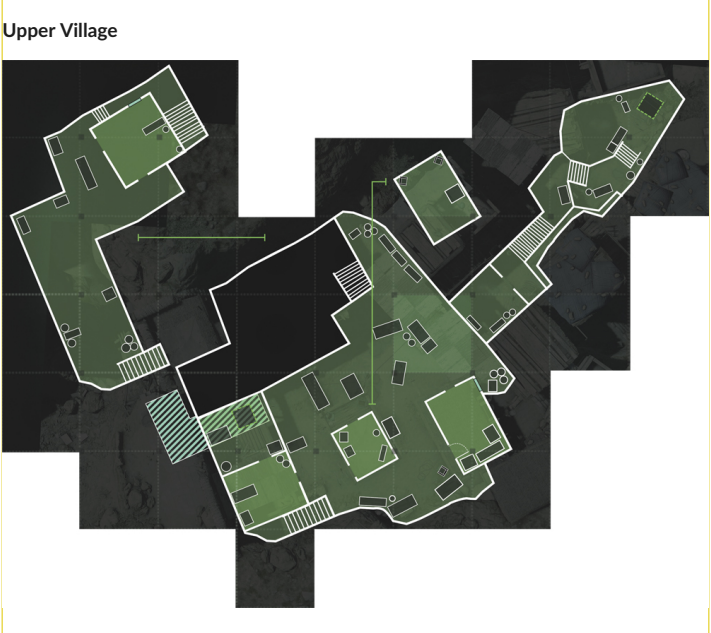
Upon exiting the tunnel system, you emerge near a village in the middle part of the stronghold. Grim is continuing to track the signal from the data transfer and reports that it's still ongoing. She has pinpointed the source's sector to be the Engineer's main compound. It's up to you to find where it's coming from.

Move forward and take cover near the fence in front of you. To your left is a hostile and a dog. Exit cover and head to your left to the dilapidated structure. As you move, mark the hostile and the dog, and avoid making too much noise as you step through the large pool of water on the ground. Pretty soon the dog catches your scent, and both it and the hostile head to your location. Use your Execute Ability to kill them both. Next, take aim at the hostile near the hood of the truck in front of you and kill him, and then move and take cover behind it. In the distance is a Heavy Infantry soldier. Target and kill him with one shot. Still looking through your sniper scope, wait for another hostile who is on patrol just beyond the Heavy and eliminate him.

Inch toward the front of the vehicle while staying crouched. Cautiously peer around the headlights and look to your right. When the coast is clear, move to the structure diagonally to your right. Staying in cover. You should see two other hostiles in the vicinity: one in the distance, and the other, the High Value Target, who is patrolling the surroundings nearby. Wait for the High Value Target to turn out of view, and then target the other hostile and take the shot. Use your Radar to hunt down the HVT, and then sneak up behind him tag him and bag him. Once complete, head back the way you came and move toward the waypoint marker.

There are still two hostiles remaining. The first one toils away obliviously at some menial task near the waypoint. Take him down as soon as you see him. Look at your Radar to find the last enemy and kill him. Head back to the waypoint, then drop through the hole and down into another series of excavated tunnels. Navigate your way through the maze to eventually climb out of another shaft, closer to your destination.

Upper Village

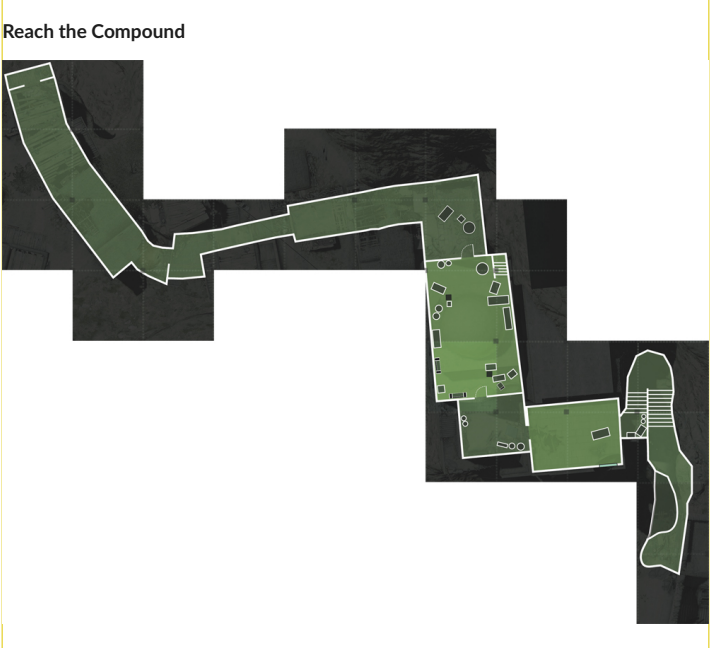


Once you're topside again, Grim informs you that there aren't many more hostiles remaining, noting the rest must have fallen back to a defensive position. It seems like the end is close at hand. Still, you should be prepared for anything. Follow the waypoint and make your way through the abandoned village. At the end of the village, scale up the 10-foot wall, where you will eventually end up in another part of the stronghold containing more hostiles. Well, so much for an easy finish.

Taking cover behind the crates in front of you enables you to see four hostiles right off the bat. The two closest to you are engaged in a conversation and not paying attention to what's going on in your direction. You're also in shadow, which helps. Staying in a crouch, quickly but quietly go up the stairs and to your left, and then around the side. Take cover near the corner of the building at the top and make note of your surroundings. There is a hostile with his back to you looking into the courtyard below. Move to cover inside the building, where you will see another hostile through the far opening. He eventually walks toward your position, moving along the outside wall. As soon as he's in range, take him down. Before the other hostile knows what's going on, eliminate him as well with a silenced shot.

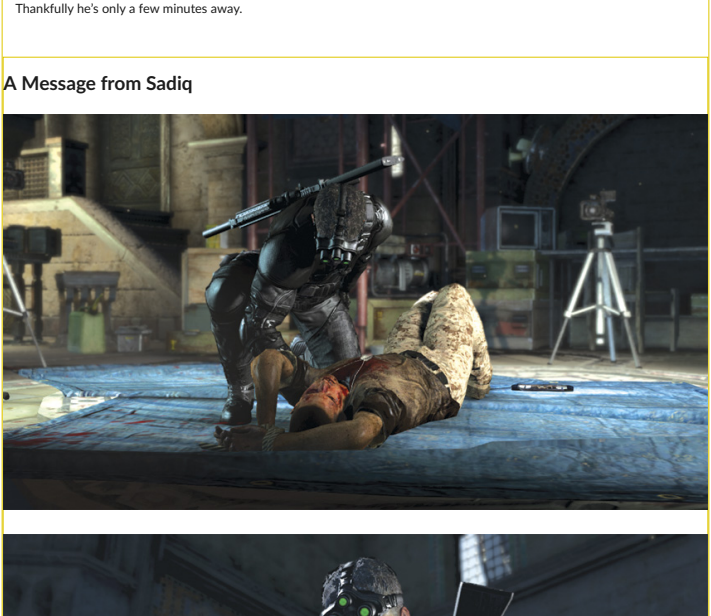
Still crouched, move to where you can see the courtyard below. Mark the three men milling about, and get to a spot where you can clearly see all three. Once the icons above their heads turn red, engage your Execute Ability. Immediately look to your right and kill the next hostile. Now, move silently to your right along the railing and follow it all the way around. When you reach the staircase leading down, there should be one last hostile standing alone in the distance. Kill him before moving toward the waypoint marker and dropping down into more subterranean catacombs.

Reach the Compound

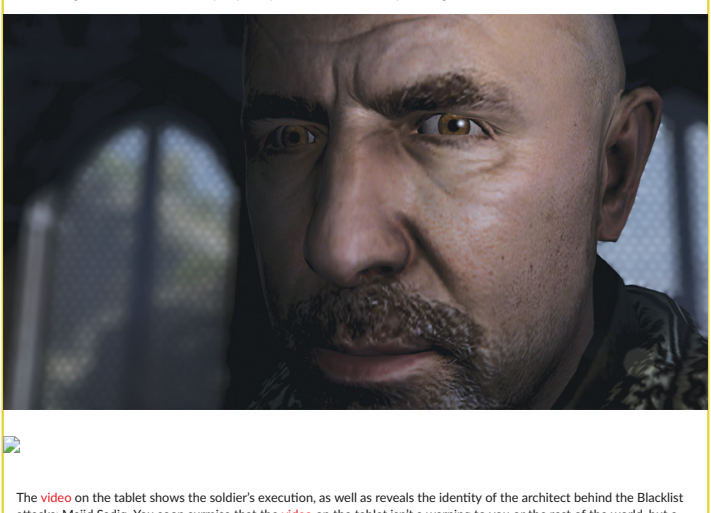


When you emerge, you're staring at the compound. Grim reports there are no updates from the teams investigating the other sites, figuring that they're keeping radio silence for the duration of their ops. Charlie confirms that data is still coming from the communications hub within the structure; however, the communications are heavily encrypted and will take five to 10 minutes to decode. You don't have time to wait—it's go time! Briggs readies the chopper for extraction. Thankfully he's only a few minutes away.

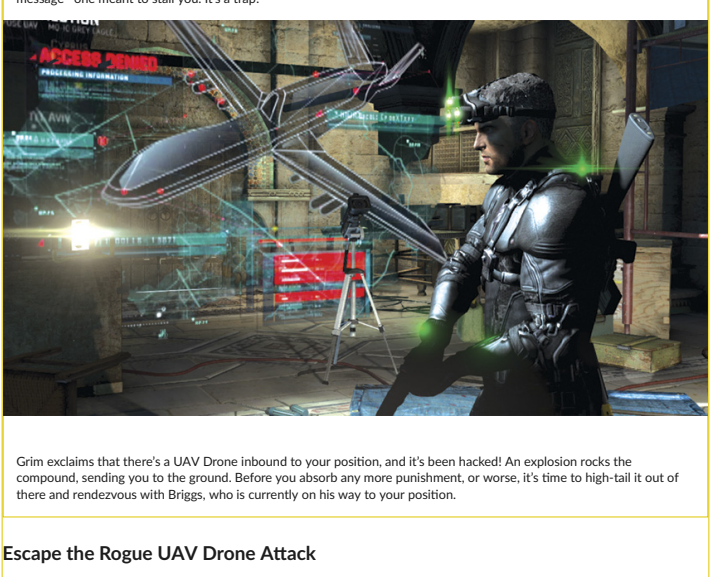
A Message from Sadiq



As you make your way inside the compound, you're filled with dread. A dead solider hangs from the rafters in a room filled with lights and running camcorders. Looks like the Engineers taped the execution and are broadcasting the data. Charlie begins to run a trace, while you pick up a tablet left behind by the Engineers.



The video on the tablet shows the soldier's execution, as well as reveals the identity of the architect behind the Blacklist attacks: Majid Sadiq. You soon surmise that the video on the tablet isn't a warning to you or the rest of the world, but a message—one meant to stall you. It's a trap!



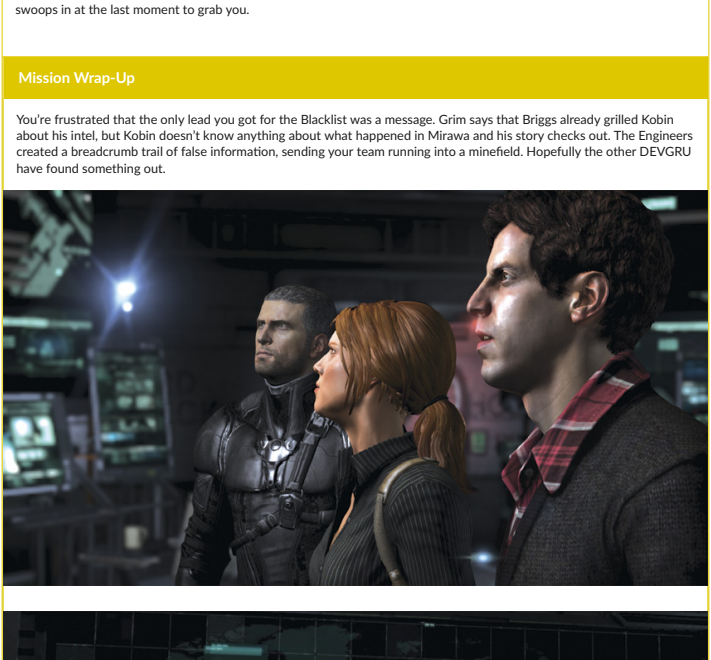
Grim exclaims that there's a UAV Drone inbound to your position, and it's been hacked! An explosion rocks the compound, sending you to the ground. Before you absorb any more punishment, or worse, it's time to high-tail it out of there and rendezvous with Briggs, who is currently on his way to your position.

Escape the Rogue UAV Drone Attack

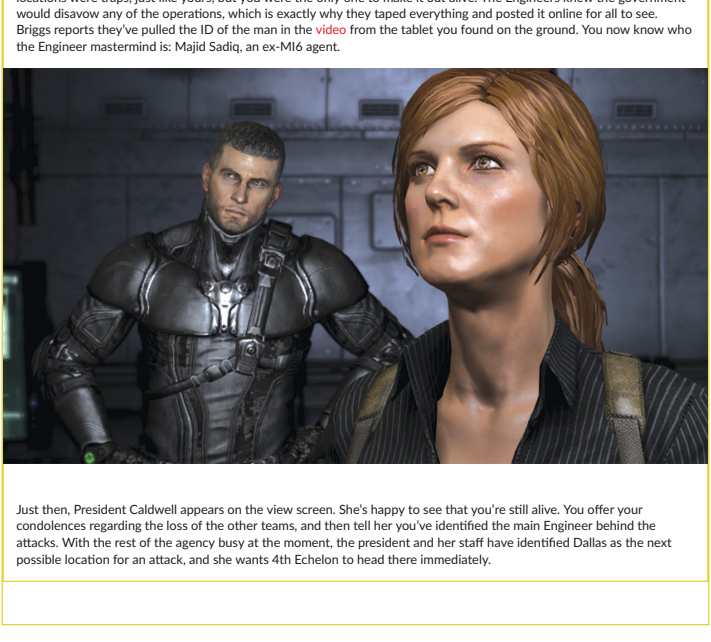
Quickly move toward the waypoint marker and crash through the wooden double doors. From there, you just have to keep moving in an Active Sprint, which enables you to bypass obstacles in your path and stay just far enough away from the Drone's attacks to keep you alive. Briggs reports that the area is too hot for extraction. You tell him you're getting ready to activate the hook so he doesn't have to land on the ground. Just as you begin running out of room, Briggs swoops in at the last moment to grab you.

Mission Wrap-Up

You're frustrated that the only lead you got for the Blacklist was a message. Grim says that Briggs already grilled Kobin about his intel, but Kobin doesn't know anything about what happened in Mirawa and his story checks out. The Engineers created a breadcrumb trail of false information, sending your team running into a minefield. Hopefully the other DEVGRU have found something out.



You catch up with Charlie. He's looking at video from the locations where the other teams were deployed. All the other locations were traps, just like yours, but you were the only one to make it out alive. The Engineers knew the government would disavow any of the operations, which is exactly why they taped everything and posted it online for all to see. Briggs reports they've pulled the ID of the man in the video from the tablet you found on the ground. You now know who the Engineer mastermind is: Majid Sadiq, an ex-MI6 agent.



Just then, President Caldwell appears on the view screen. She's happy to see that you're still alive. You offer your condolences regarding the loss of the other teams, and then tell her you've identified the main Engineer behind the attacks. With the rest of the agency busy at the moment, the president and her staff have identified Dallas as the next possible location for an attack, and she wants 4th Echelon to head there immediately.

Campaign

Mission 3: American Consumption Chicago, USA

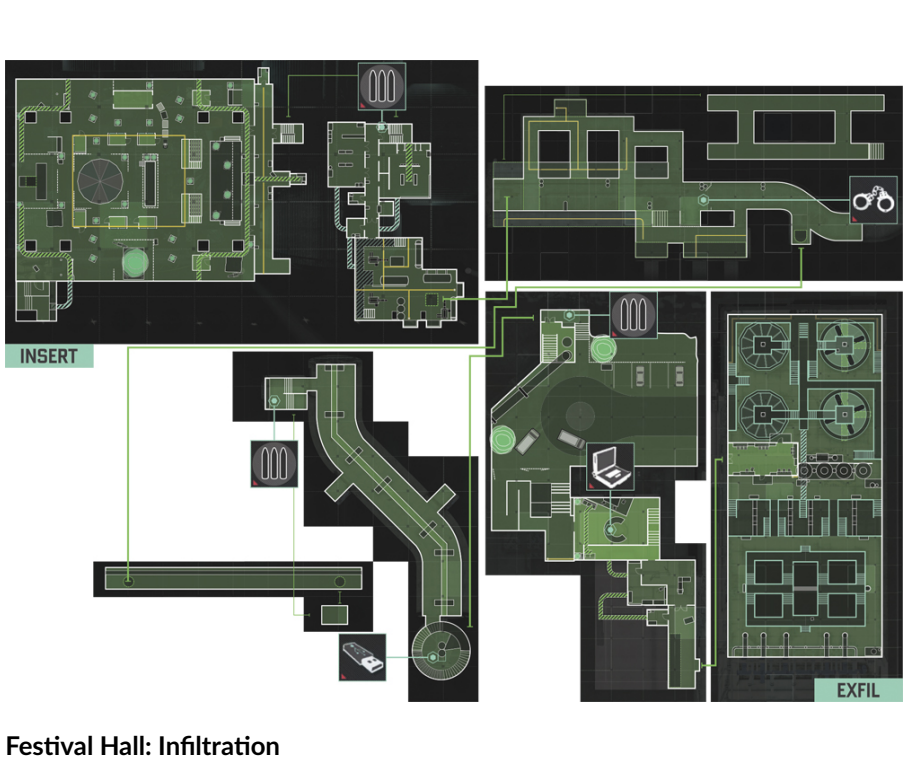
Mission Details

After returning to the Paladin and analyzing the data from Mirawa, the results prove inconclusive. All the team knows is the next target is a major American city. President Caldwell orders Sam to go to Dallas, Texas, which the CIA thinks is the next target. Charlie and the SMI disagree, citing strong evidence that Chicago, Illinois, is the target. Sam has a gut feeling to follow this lead and reroutes the team.

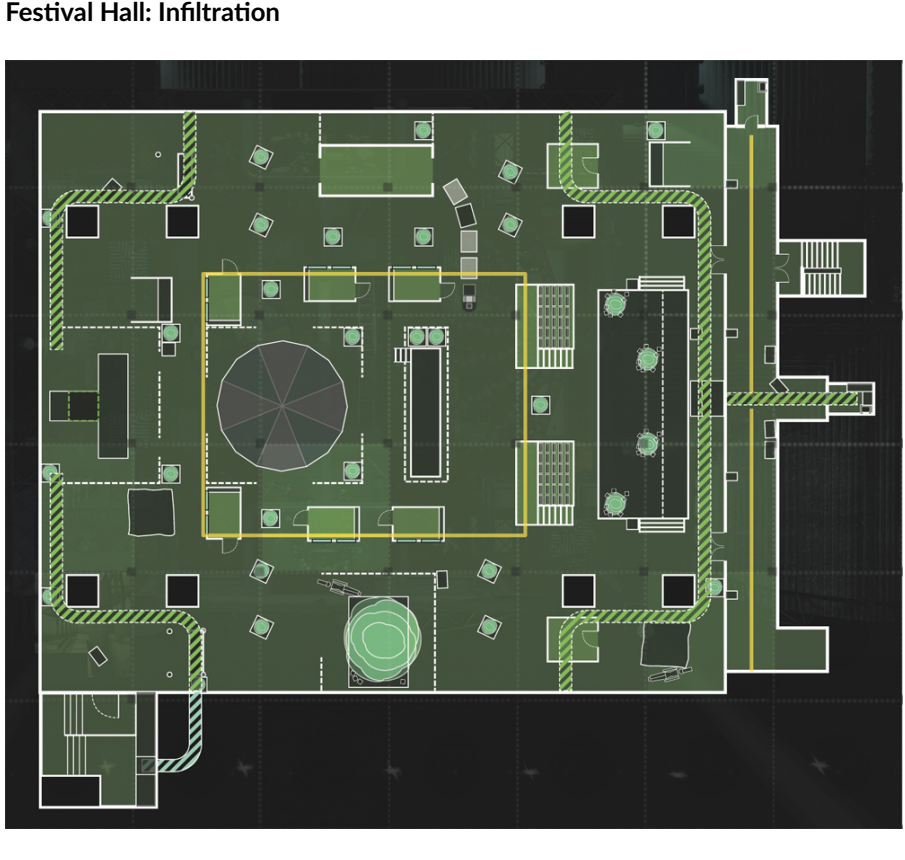
Objectives: Rescue Hostages, Shut Down Water Pumps

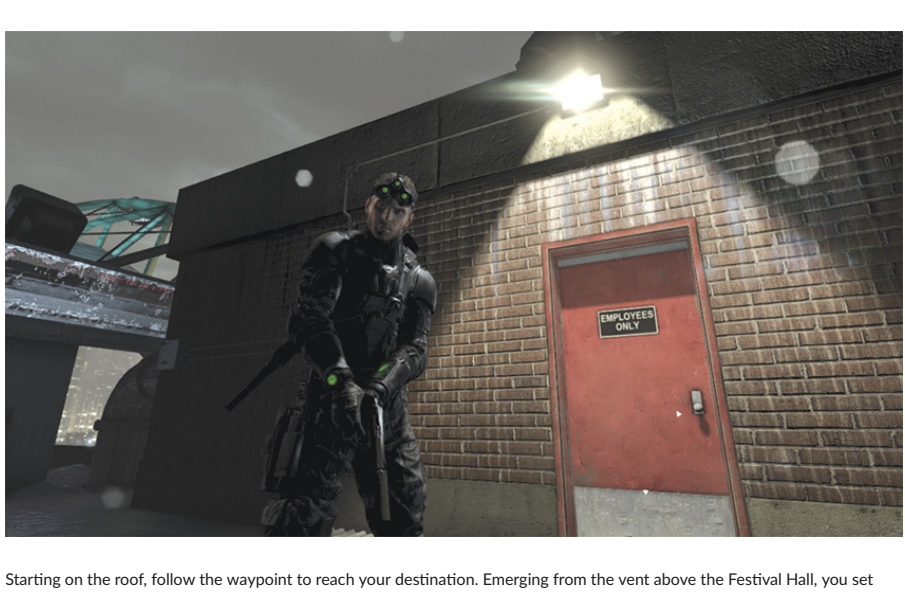
Recommended Loadout

- Gadets: Sticky Noisemaker, Sticky Camera
- Goggles: Standard
- Ops Suit: Classic (Torso), Classic (Gloves), Tactical Mesh (Pants), Tactical Mesh (Boots)
- Pistol: PX4 Storm .45 with Armor Piercing Rounds
- Alternate Weapon: SR-25 Sniper Rifle with Armor Piercing Rounds
- Special Weapon: Stun Gun



Festival Hall: Infiltration

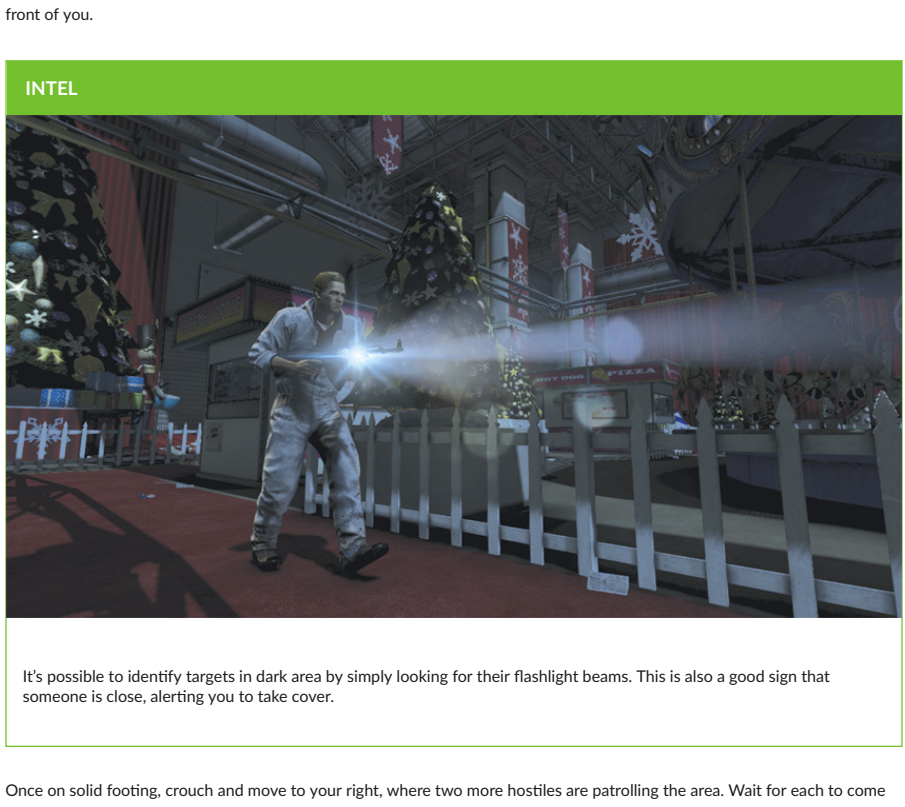




Starting on the roof, follow the waypoint to reach your destination. Emerging from the vent above the Festival Hall, you set foot on a catwalk. This gives you an excellent view of your surroundings, including the hostiles patrolling the area and looking for any stragglers they may have missed. It's time to go hunting.

From your immediate vantage point, you will be able to take down two hostiles patrolling this end of the hallway. One is directly below you, checking underneath the Christmas tree, and another will wander into your sights to your right, near the merry-go-round. Once you've eliminated them, head to ground level by sliding down the pipe affixed to the stone column in front of you.

INTEL

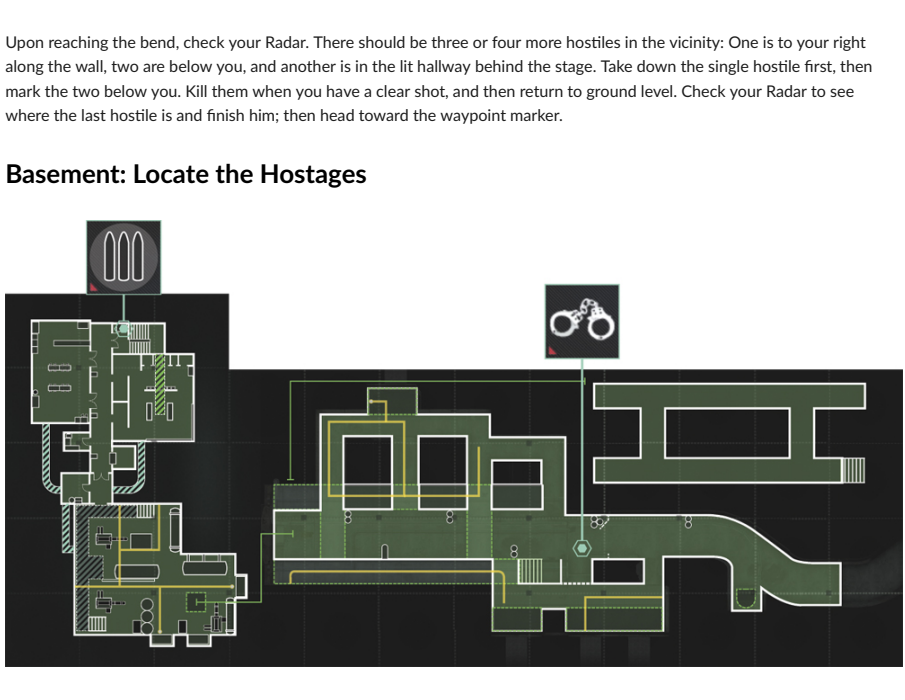


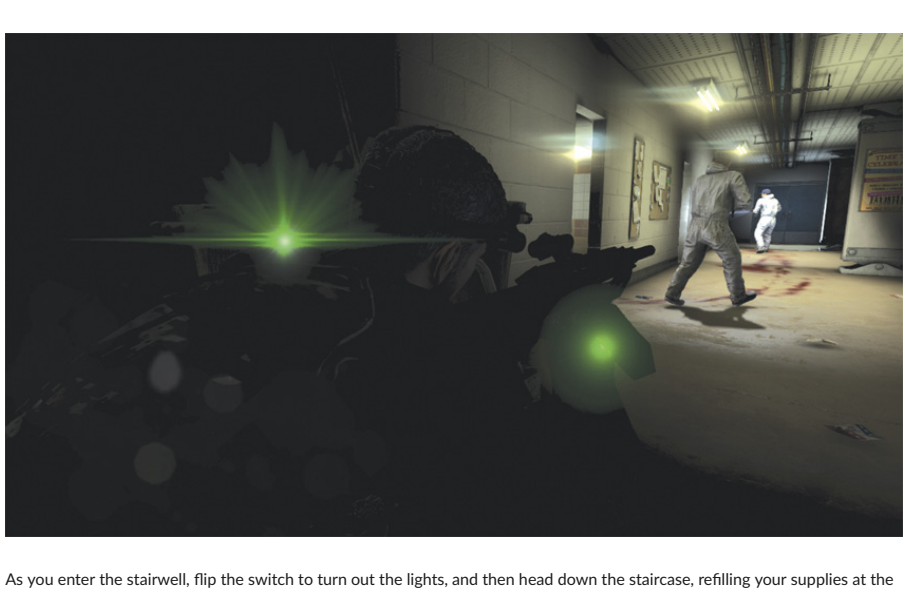
It's possible to identify targets in dark area by simply looking for their flashlight beams. This is also a good sign that someone is close, alerting you to take cover.

Once on solid footing, crouch and move to your right, where two more hostiles are patrolling the area. Wait for each to come into view, then hit them with well-placed sniper shots. Continue forward to the last stone column and take cover facing the lit hallway, where a third hostile comes into view. Take him down with a silenced shot. Climb up the pipe affixed to the column next to you to gain access to the catwalk above and another Hidden Path. Follow the catwalk around to the left and head toward the opposite side of the hall.

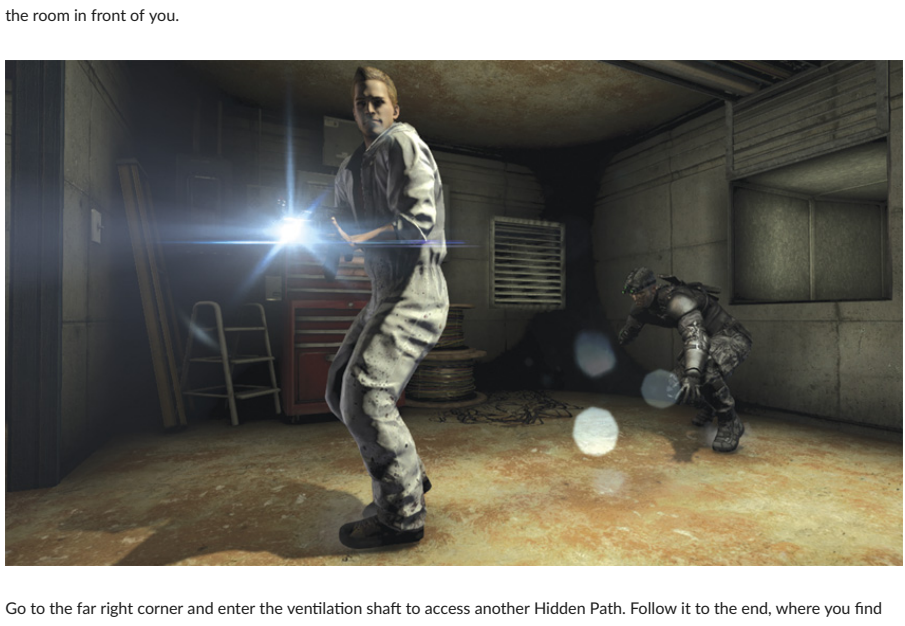
Upon reaching the bend, check your Radar. There should be three or four more hostiles in the vicinity: One is to your right along the wall, two are below you, and another is in the lit hallway behind the stage. Take down the single hostile first, then mark the two below you. Kill them when you have a clear shot, and then return to ground level. Check your Radar to see where the last hostile is and finish him; then head toward the waypoint marker.

Basement: Locate the Hostages

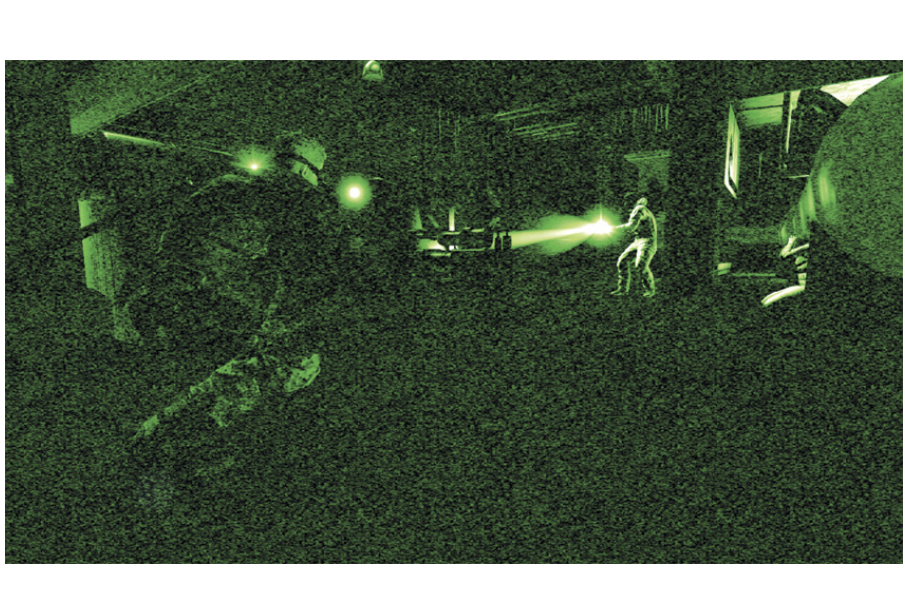




As you enter the stairwell, flip the switch to turn out the lights, and then head down the staircase, refilling your supplies at the bottom. Move into the next hallway and immediately crouch down. Eliminate the two hostiles patrolling the area, then go into the room in front of you.

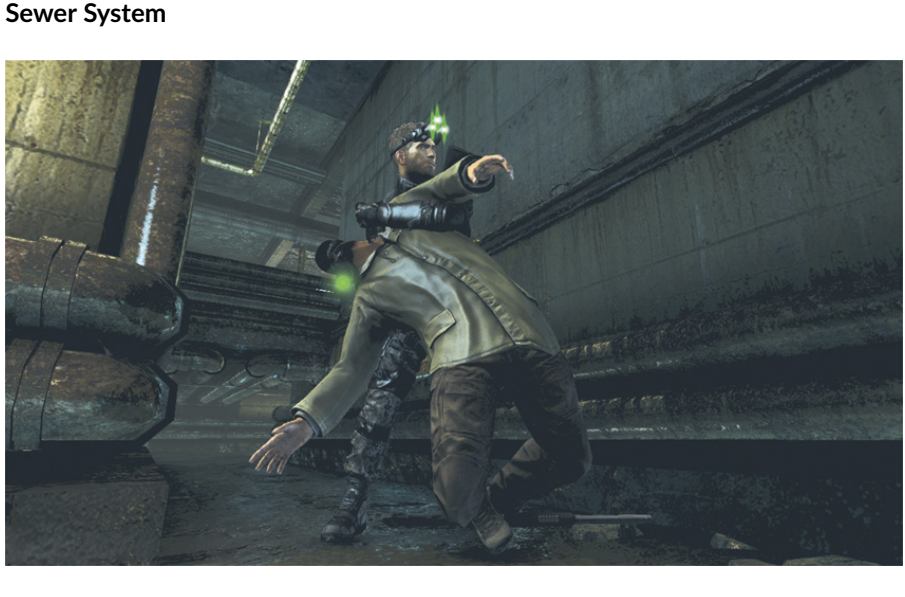


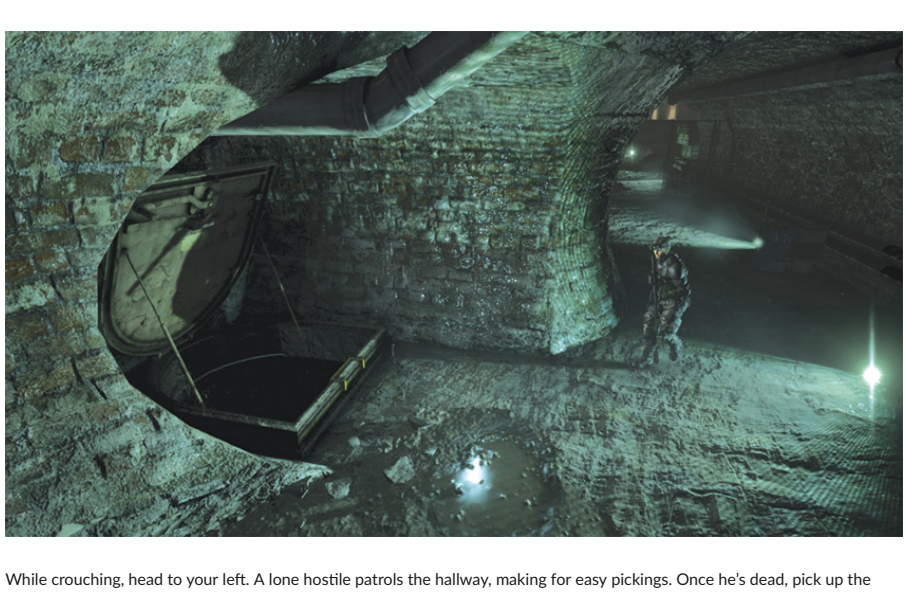
Go to the far right corner and enter the ventilation shaft to access another Hidden Path. Follow it to the end, where you find another hostile. Make sure his back is to you, and then open the grating and take him down. Exit the shaft and shut off the circuit breaker to kill the lights in the area. Another ventilation shaft is to the right of the one you just exited. Turn on your night-vision goggles and climb in. This shaft takes you to where the hostages are being held, and reveals another Hidden Path.



In addition to the hostages present, four hostiles are patrolling the area. Since you shut down the circuit breaker, most of the basement will be in darkness. Use your night-vision goggles to hunt down the remaining hostiles. Once the immediate threat is gone, you find that the whole area is wired to blow. Grim is prepared to alert the bomb squad, but they're not to take action until you give the signal. Head toward the waypoint marker and drop down to the sewer system.

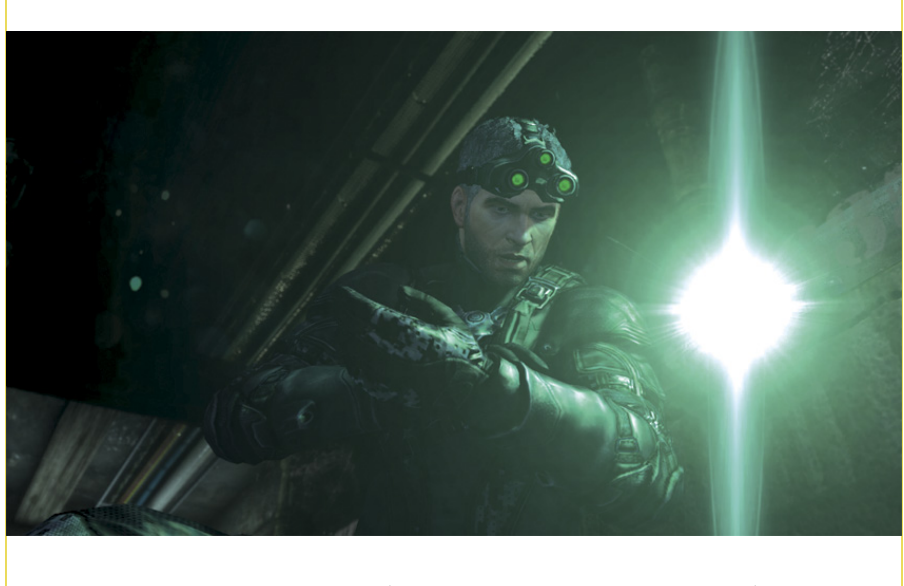
Sewer System





While crouching, head to your left. A lone hostile patrols the hallway, making for easy pickings. Once he's dead, pick up the body and hide it in the murky water below. Backtrack to your starting position and climb up to the walkway above. Heed Grim's advice and jump up to the pipe above you to avoid detection from the other two hostiles and reveal a Hidden Path. Shimmy along the pipe toward your next two targets, marking them for death as you go. Once they are in range, trigger your Execute Ability. Drop down to the walkway and take cover facing the direction of the next hostiles. Use your Radar for help, if you need it. From your vantage point, eliminate the Heavy Infantry soldier and the fourth hostile, leaving the High Value Target for last. Once you've bagged him, head toward the waypoint marker and slide down the ladder.

Old Sewage Tunnel: Plan Revealed—Biological Weapons!



Upon arrival, you receive intel from Charlie that you're entering an old sewage tunnel leading to the city's Water Filtration Plant. Within moments you get a glimpse of your first Recon Drone and put it out of commission. A little way down the tunnel you locate the Drone Operator, whom you decide to interrogate on the spot. As you persuade him to spill his guts, you learn that the people you're stalking are planning to unleash a biological weapon into Chicago's water system: a disease designed to poison the populace. Additionally, you procure a flash drive off your subject containing the codes to disarm the bombs strapped to the hostages. All that remains is to eliminate the Drone Operator.

Immediately you upload the codes to Grim so that she can relay them to Chicago's SWAT team. As you move forward, Grim informs you that surveillance footage shows the vans Charlie tagged at the airport arrived at the plant an hour ago. It's time to move and pray that it's not too late to stop them.

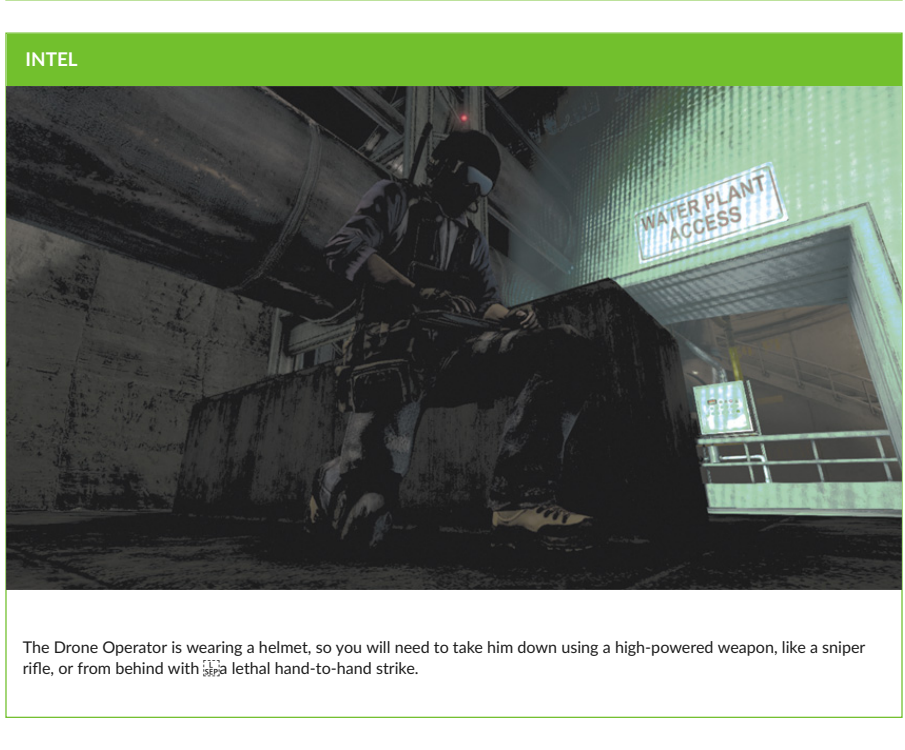
Lower Hallway: Water Filtration Plant

Follow the waypoint marker and continue forward to find a ladder. Climbing skyward, you soon arrive in a service tunnel underneath the Water Filtration Plant. Replenish your supplies and head out.

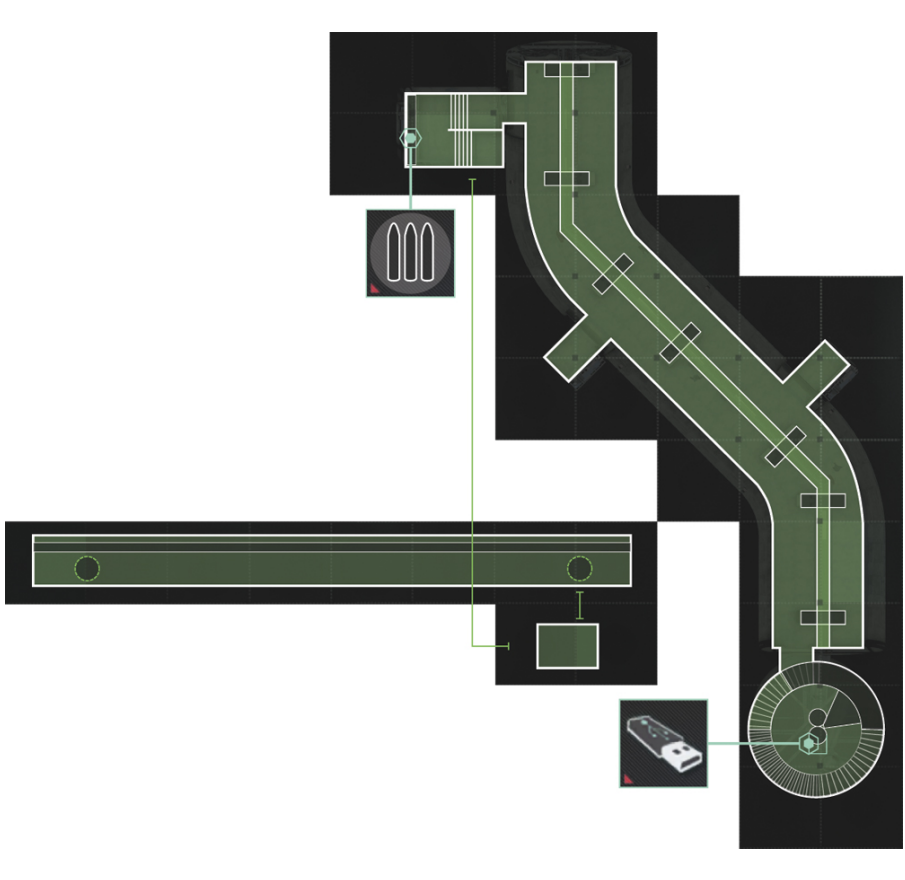
INTEL

- Recon Drones are pesky devices that can make your life difficult. Here are a few things you should know about them:
- Only one can be active at a time.
- If one spots you, it immediately heads in your direction and detonates when it gets within range.
- One shot from your weapon deactivates them, while two shots from your weapon causes them to explode, killing anyone nearby.
- Killing the Drone Operator is the only way to stop them from being redeployed once one is deactivated.

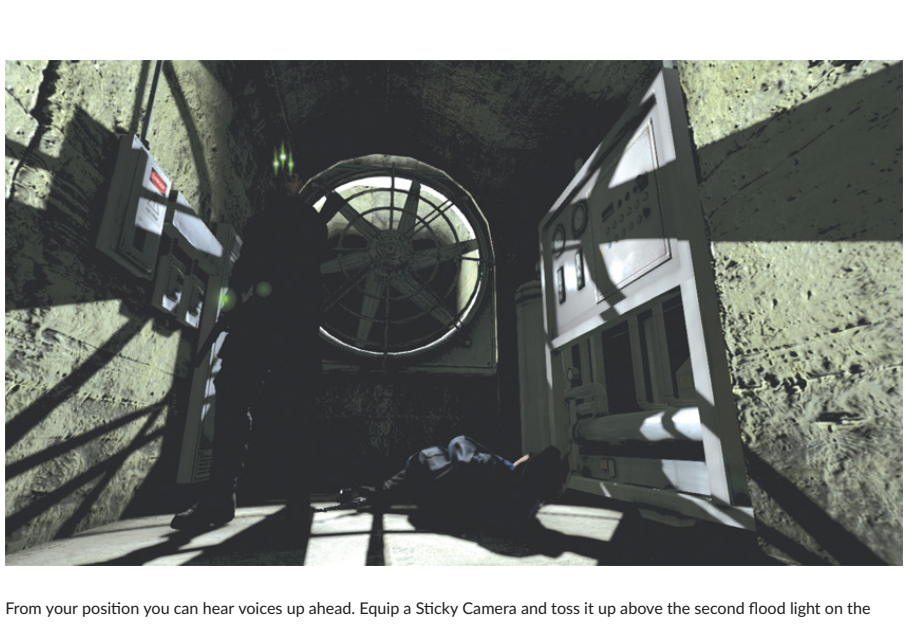
INTEL



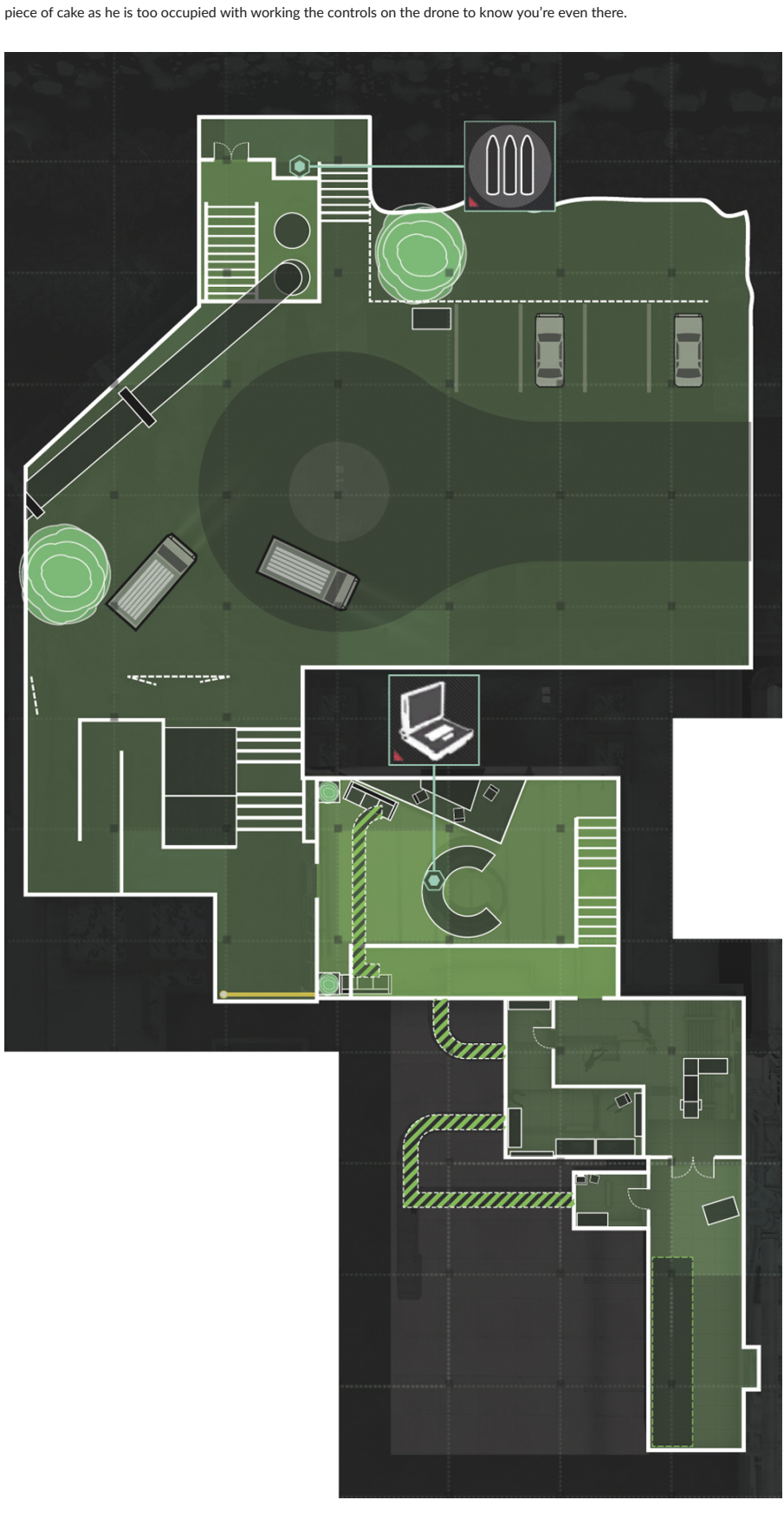
The Drone Operator is wearing a helmet, so you will need to take him down using a high-powered weapon, like a sniper rifle, or from behind with a lethal hand-to-hand strike.



As you approach the Maintenance Access doorway, you spot a lone Recon Drone patrolling the area beyond. Take cover near the left side of the door and wait for the drone to pass. Once it moves a couple of feet away, stay crouched, exit the room, and follow it. Be sure to stay close to the large stacked pipes running the length of the room as you go. Where the pipes bend to the left is when you will see the first hostile, on the opposite side of the hallway. Quickly take him down, and continue onward.

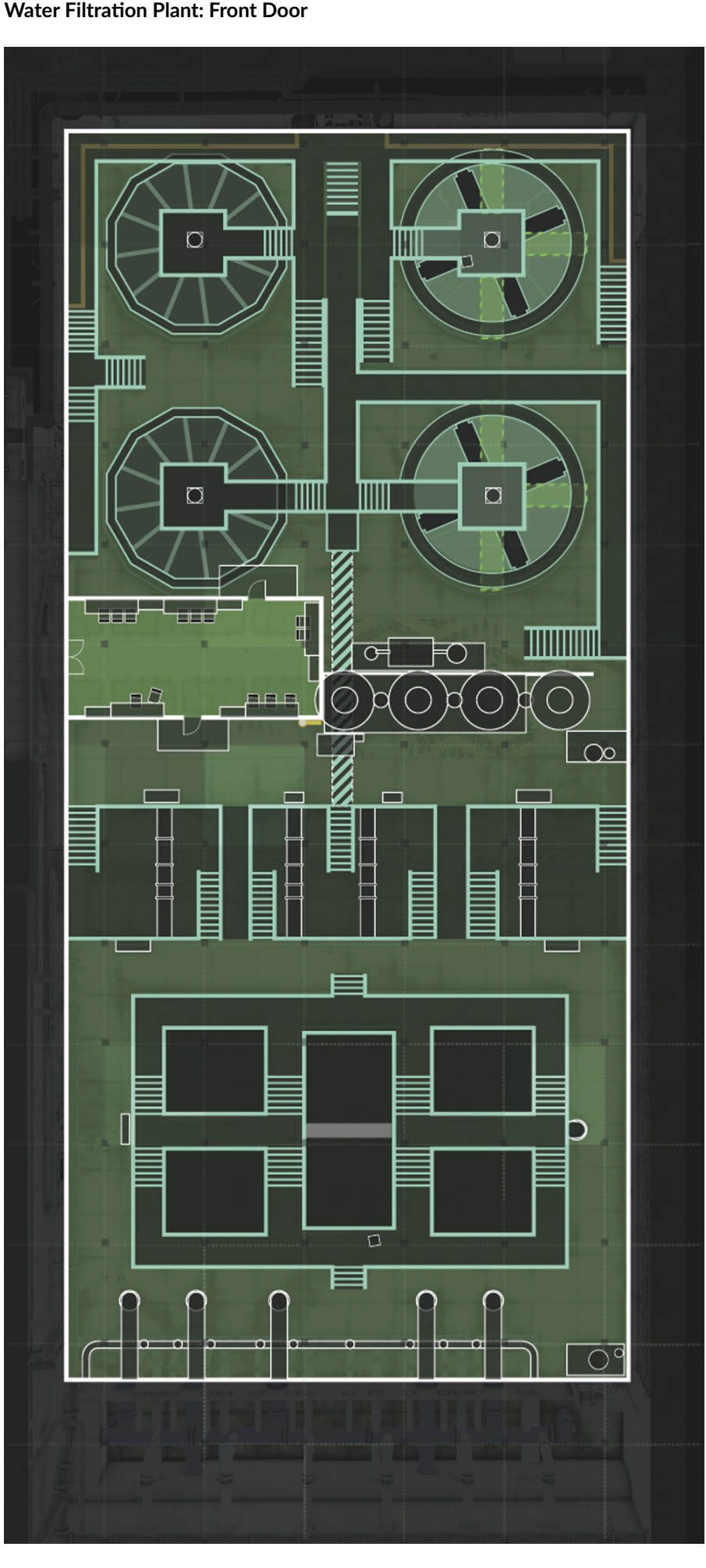


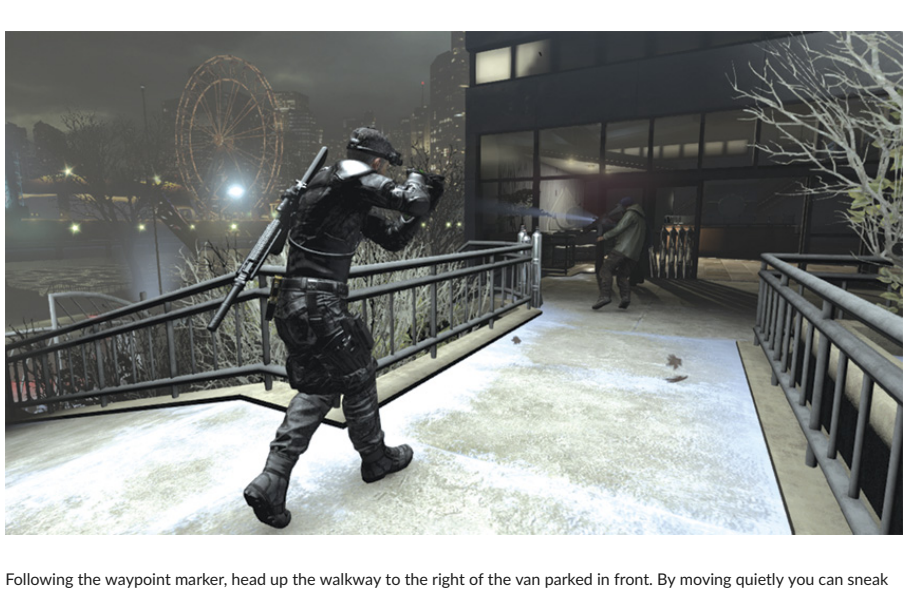
From your position you can hear voices up ahead. Equip a Sticky Camera and toss it up above the second flood light on the wall to get a view of the other hostiles. By means of its electronic eye you should see two more hostiles: one of the left side of the stacked pipes and one on the right side. Get into position to take them out, and continue moving forward. The last hostile in the area is the Drone Operator, and you find him at the very end of the hallway near the exit. Taking him down will be a piece of cake as he is too occupied with working the controls on the drone to know you're even there.



Once the operator is dispensed with, you will pass through the exit into a massive stairwell spiraling up toward the ground level. Instead of taking the traditional route, climb up the yellow ladder, and then move to your right, along the yellow pipe. Continue climbing upward to discover a Hidden Path. Soon you reach a small ledge where a Dead Drop awaits. Nab it and move along. During your journey, Charlie chimes in; he thinks he has confirmation that the plot in Chicago is linked to the Engineers. The flash drive you uploaded to the Paladin is using a variant of military-grade encryption protocols. A direct match to the encryption used by Sadiq in Mirawa. As you near the top, amble over to the right and take the stairs the last quarter of the way. A lone hostile stands between you and Chicago's skyline. Take him down and then replenish your supplies. You're almost to the Water Filtration Plant and a date with danger.

Water Filtration Plant: Front Door



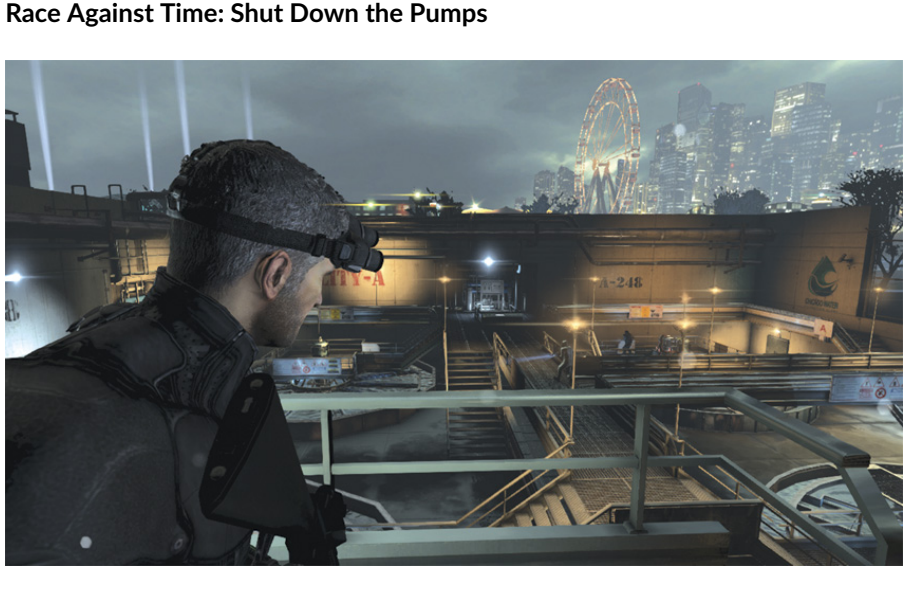


Following the waypoint marker, head up the walkway to the right of the van parked in front. By moving quietly you can sneak up on the two hostiles having a conversation in the foyer outside the front entrance. Instead of making a left U-turn and following the path around, climb up the side of the wall in front of you. Mark both men, and then use your Execute Ability. Next, take cover near the open door just past the dead men. Inside you will see a lone flashlight moving from side to side, indicating another hostile. Take a quick look at your Radar; you will notice he's the last guard in the area. Eliminate him using a hand-to-hand lethal strike to fill your Execute Ability gauge, and then stop to hack the Blacklist Laptop conveniently sitting on the front desk. Once that's done, proceed through the double doors behind you to access the plant's security checkpoint.

As you look around, you see the aftermath of total carnage. The folks who did this definitely are not amateurs, but professional killers. It's quite clear this is a Blacklist target. In addition to taking out the security system, the hostiles have done a number on all the systems. Charlie has to unhack their hack or else you won't be able to get through the door to the plant's control center to stop them from polluting the water.

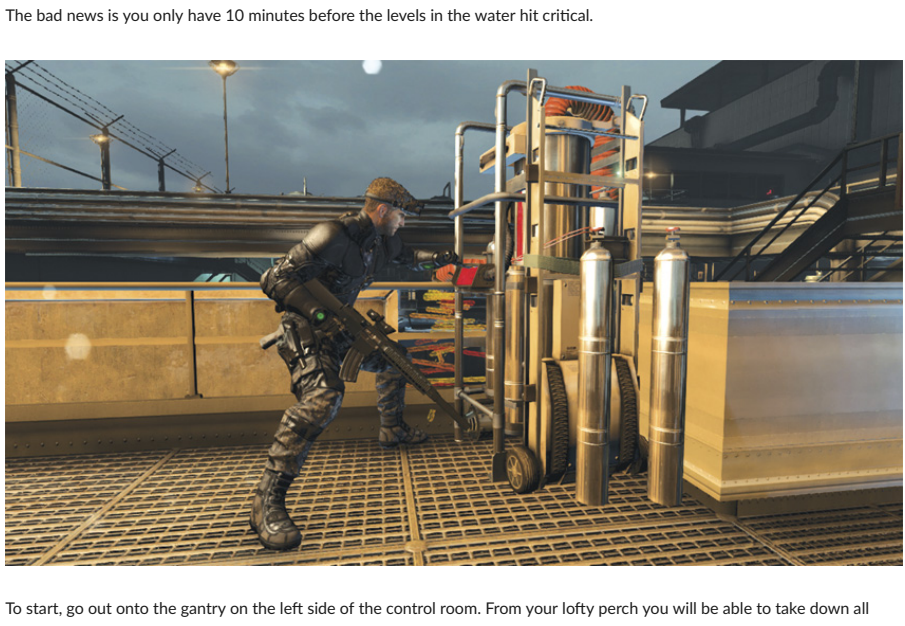
As Charlie goes to work, crouch and take cover behind the desk along the far wall. Mark the two hostiles beyond the door, and then wait until their backs are turned. Next, quickly hop over the desk and use your Execute Ability to kill them. Charlie signals he's reversed the hack and the doorway is now open. Time to put a stop to the plot.

Race Against Time: Shut Down the Pumps

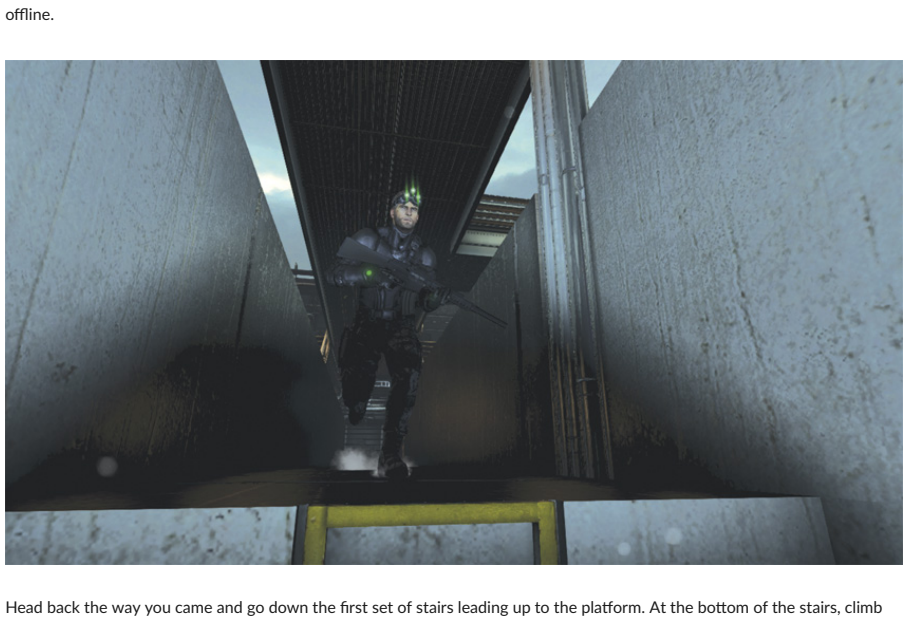


CHICAGO WATER
A

As you begin to take action, Grim informs you that they are pumping the bio-agent into the water supply in two locations, so you will have to shut down two pumps. Your hope is to keep the contaminated water inside the plant from seeping into the city's water supply. In an effort to help stem the flow of the chemical agent, Charlie will try to shut down the outflow valve. The bad news is you only have 10 minutes before the levels in the water hit critical.



To start, go out onto the gantry on the left side of the control room. From your lofty perch you will be able to take down all four hostiles using the sniper rifle. First, look slightly to the right and target the Heavy Infantry soldier on the platform, which happens to be where the first pump is located. Once he's down, target the hostile patrolling near his location. Next, go to the rear of the gantry and target the two hostiles underneath you (their locations are visible on the Radar). If you're fast enough, you can quickly target and gun down both men before either can call for help. Backtrack to the other end of the gantry and climb down the ladder to the ground floor. Now make your way over to the first pump, labled with a purple "A," and take it offline.

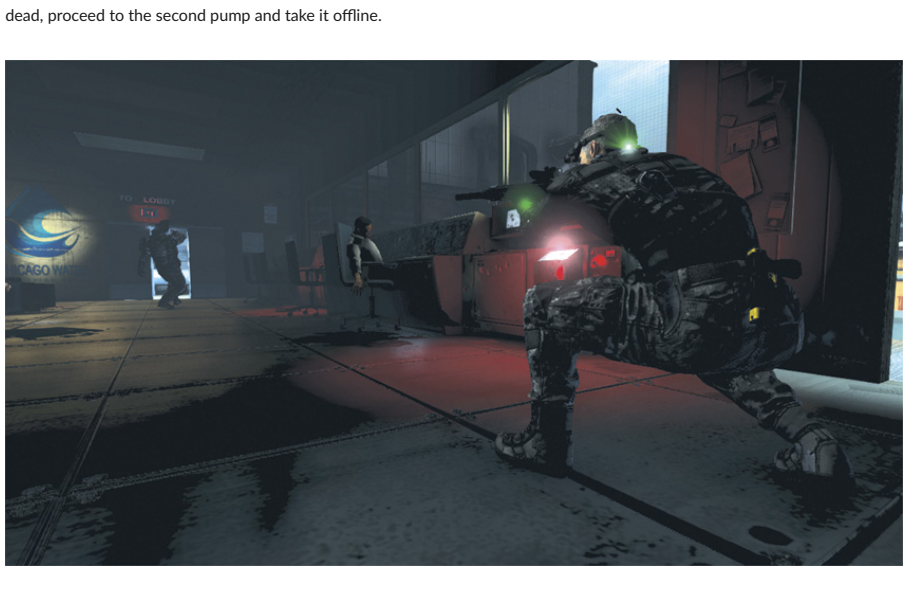


Head back the way you came and go down the first set of stairs leading up to the platform. At the bottom of the stairs, climb over the low wall to your right to access the service tunnel underneath the control room Grim mentioned. It will not only provide faster passage between the two sides of the plant, it also happens to be another Hidden Path.

FACILITY-B
CAUTION

FACILITY-B
B

After emerging on the other side of the plant, head toward the second pump. Orient toward the waypoint marker, which shows up as a purple "B" on your screen. Standing between you and your goal are three hostiles and a Heavy Infantry solider, who happens to be guarding the pump. Consult your Radar to locate the regular hostiles, and eliminate them as you head toward the pump. Remember to hit the Heavy with a sniper shot to the head, otherwise you risk detection. Once all the guards are dead, proceed to the second pump and take it offline.



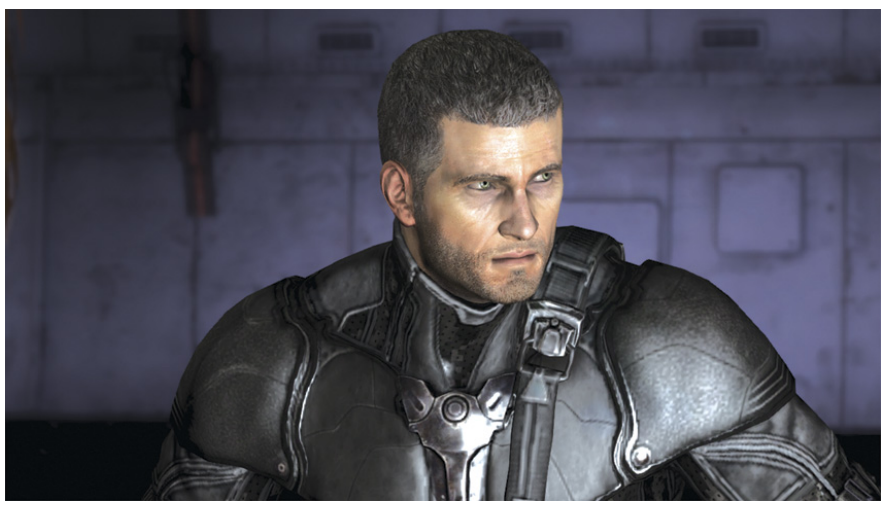
WATER OUTFLOWS:
OPEN

As you begin to pat yourself on the back for a job well done, Grim delivers some bad news. Despite your efforts, she's detecting that the water is already contaminated and the main outflow is still open. Charlie has still been unable to shut down the main outflow. The good news is he was able to unlock the manual override, which will enable you to manually shut off the flow of contaminated water. All you need to do is go back to the other side of the plant and shut off the valve by hand.

You'll find the valve in a small room located underneath the main control room where you started this whole process. If you are unsure where to go once you emerge from the service tunnel, locate the waypoint marker and move toward it.

With the crisis averted, it's back to the Paladin.

Mission Wrap-Up

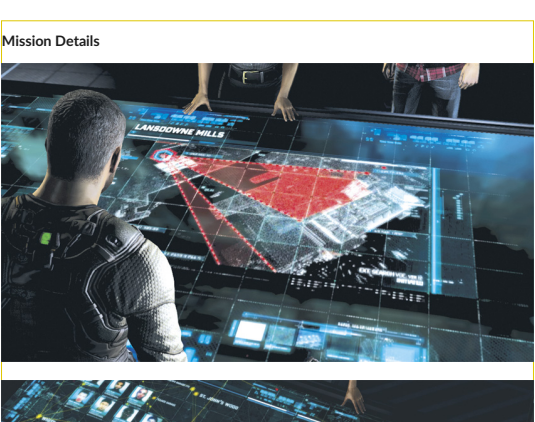


After saving Chicago from a weaponized plague that could have wiped out the whole city, you decide to go on the offensive to pursue Sadiq. Going to Chicago in the first place was based on a strong hunch, and it paid off. The new plan of attack is to hunt the Engineers down, force them to make mistakes.

Campaign

Mission 5: Abandoned Mill London, UK

Mission Details



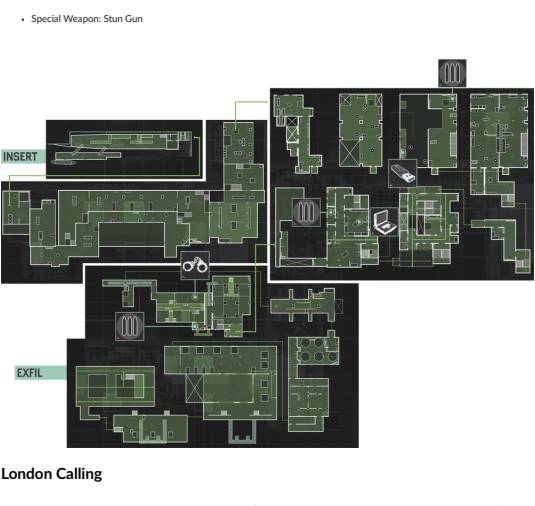
LONDON
BERMONDSEY
LANSDOWNE MILLS
ISLE OF DOGS
NEW CROSS

Tracing the names and passport numbers of the soldiers Nouri sold to Sadiq, you locate a recently activated sleeper cell in London, England. Currently they're holed up in an abandoned mill along the water. Without knowing the cell's intentions or Sadiq's next move, your only hope is to head to the mill and look for answers regarding the next Blacklist target.

Objectives: Plant Tracker, Find Sadiq, Extract with Briggs

Recommended Loadout

- Gadgets: Smoke Grenade, Flashbang, Tri-Rotor
- Goggles: Sonar Pulse
- Ops Suit: Tactical Mesh (Torso), Covert (Gloves), Tactical Mesh (Pants), Nanopolymer Coating (Boots)
- Pistol: 5.7 USG with Armor Piercing Ammo and Holo Sight Optics
- Alternate Weapon: SR-25 Sniper Rifle with Extended Mag and Armor Piercing Ammo
- Special Weapon: Stun Gun



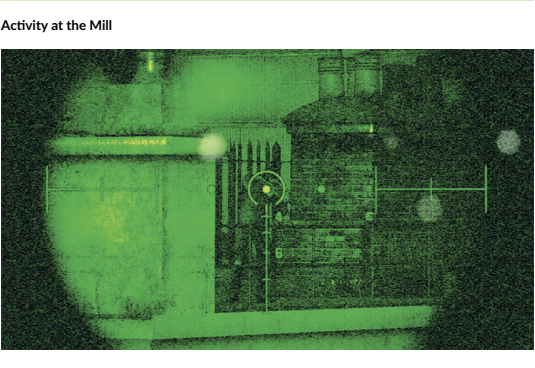
London Calling

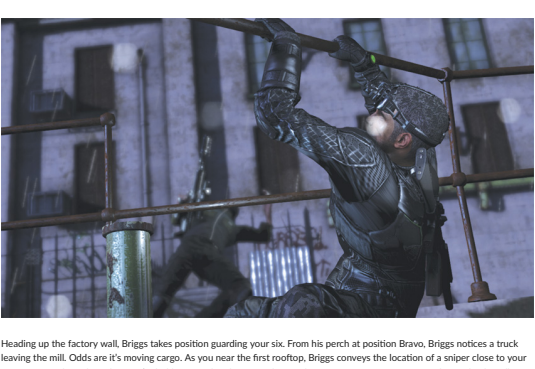
It's a cold, rainy night when you arrive in London. Before you've even begun, a shot pierces the air to take down a guard standing watch at the pier, thanks to Briggs, who is currently on his way to take up point at position Bravo. Grim confirms that the operatives who used Nouri's stolen passports are holed up inside, and the best option for infiltration is from the roof. Head toward the waypoint marker, and take out the dog and the lone sniper at ground level before starting your journey skyward.

INTEL

Keep your eyes peeled for snipers. You can easily spot their location thanks to the red laser pointers coming from their weapons. Make sure you stay out of sight of these slim beams or you will be spotted.

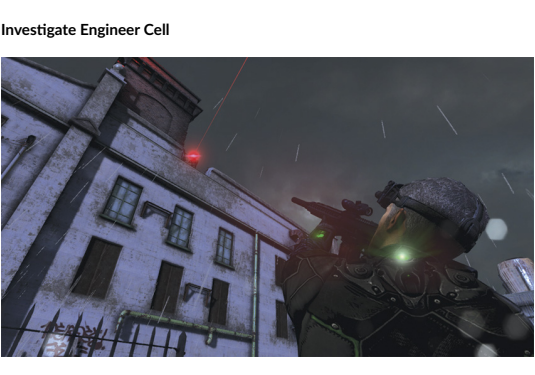
Activity at the Mill

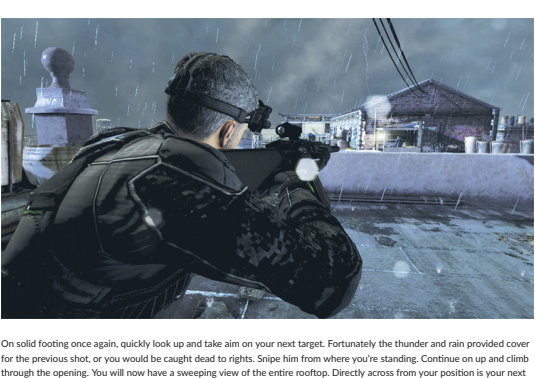




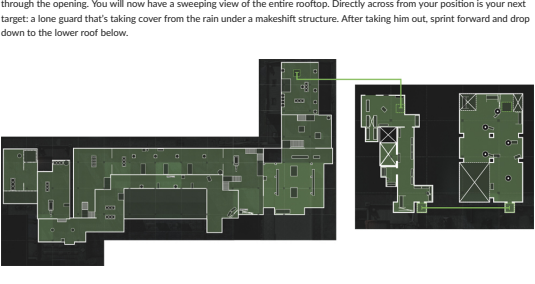
Heading up the factory wall, Briggs takes position guarding your six. From his perch at position Bravo, Briggs notices a truck leaving the mill. Odds are it's moving cargo. As you near the first rooftop, Briggs conveys the location of a sniper close to your position. Just then, the railing you're holding onto breaks away, alerting the enemy to your presence. With your life literally hanging in the balance, Briggs takes the man down with a quick sniper shot.

Investigate Engineer Cell

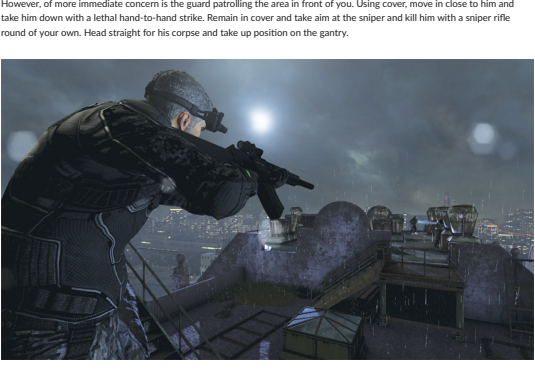




On solid footing once again, quickly look up and take aim on your next target. Fortunately the thunder and rain provided cover for the previous shot, or you would be caught dead to rights. Snipe him from where you're standing. Continue on up and climb through the opening. You will now have a sweeping view of the entire rooftop. Directly across from your position is your next target: a lone guard that's taking cover from the rain under a makeshift structure. After taking him out, sprint forward and drop down to the lower roof below.

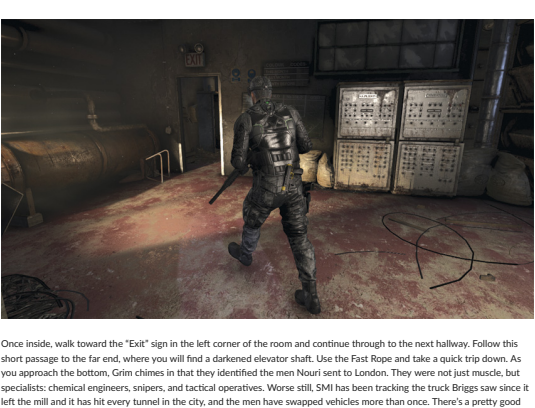


Move straight ahead and take cover along the wall to your right. In the distance and slightly above you is another sniper. However, of more immediate concern is the guard patrolling the area in front of you. Using cover, move in close to him and take him down with a lethal hand-to-hand strike. Remain in cover and take aim at the sniper and kill him with a sniper rifle round of your own. Head straight for his corpse and take up position on the gantry.

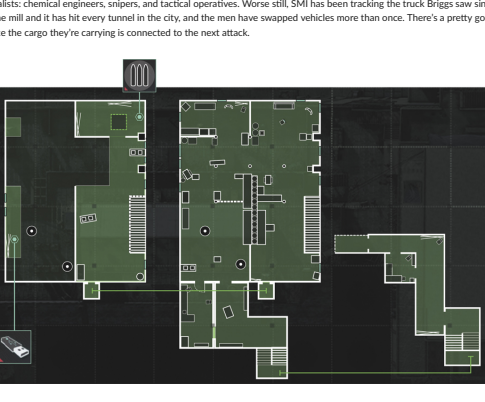


Rotate to your right so that you have a clear view of the adjacent rooftop. Looking through your sniper rifle scope, you should be able to spot two more hostiles. Simply look for their flashlight beams. Since they have no idea that you're lurking about, you're free to aim from your current spot and take them down safely from a distance. Two headshots later, the coast is clear. Leave your post and head toward the far right side of the roof. Facing the London skyline, to find a metal ladder conveniently placed along the side of the building. Climb down the ladder to the lip below, and then move to your right to the hole in the wall. Peek inside to find your next target and take him down. The coast is now clear to enter the mill.

Abandoned Mill Interior: Living Quarters



Once inside, walk toward the "Exit" sign in the left corner of the room and continue through to the next hallway. Follow this short passage to the far end, where you will find a darkened elevator shaft. Use the Fast Rope and take a quick trip down. As you approach the bottom, Grim chimes in that they identified the men Nouri sent to London. They were not just muscle, but specialists: chemical engineers, snipers, and tactical operatives. Worse still, SMI has been tracking the truck Briggs saw since it left the mill and it has hit every tunnel in the city, and the men have swapped vehicles more than once. There's a pretty good chance the cargo they're carrying is connected to the next attack.

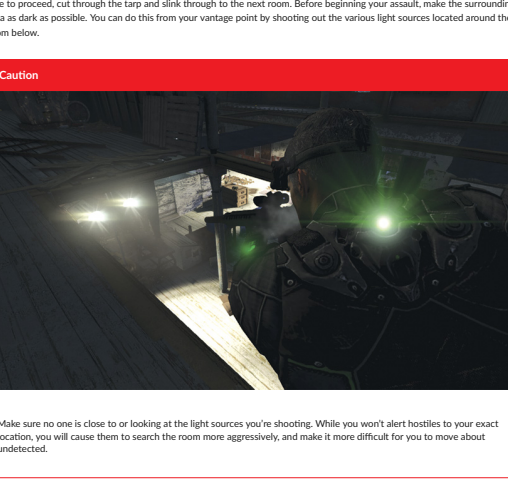


Without a moment to lose, exit the elevator shaft and head straight for the floodlights at the room's far end to another Fast Rope leading down through a massive hole in the floor. Once at the bottom you find a Supply Cache to refresh your ammo and supplies, and you hear voices coming from beyond the tarp in front of you. You seem to have come across a makeshift living quarters. When you attempt to use your sonar goggles to see who's behind the tarp, you find that your vision is jammed thanks to a Drone Operator located somewhere nearby. Now is an excellent time to deploy your Tri-Rotor and perform a little recon to see how many hostiles there are.

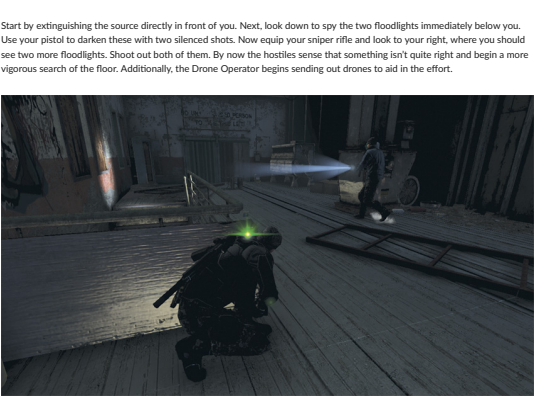
Once the gadget is online and ready for action, fly the Tri-Rotor out the window directly in front of you, orienting it so that it's facing the side of the building. Move it to the left and reenter the building through the first open window. Maintain altitude and make a sweep of the floor, flying the device above the hostiles' sight lines. Through the feed you see that there are six enemies in all, including a Drone Operator, who is located in an office in the far right corner. You will also see the Dead Drop on a ledge above the hostiles along the far wall to the right of the Drone Operator. Grab this last, after all the threats are eliminated. As soon as you have a good idea where everyone is, recall the Tri-Rotor and go to work.

First, replenish your ammo and supplies, and then check your Radar to make sure there aren't any hostiles near you. Once it's safe to proceed, cut through the tarp and slink through to the next room. Before beginning your assault, make the surrounding area as dark as possible. You can do this from your vantage point by shooting out the various light sources located around the room below.

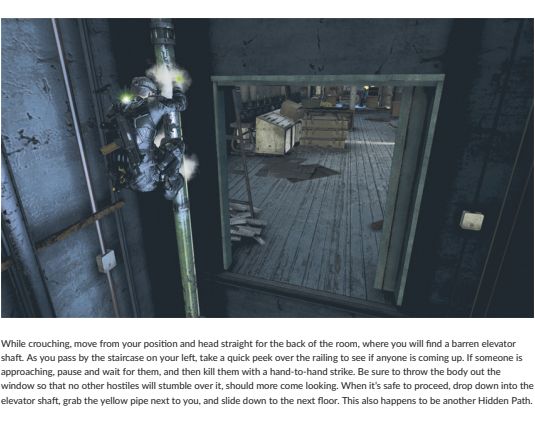
Caution



Make sure no one is close to or looking at the light sources you're shooting. While you won't alert hostiles to your exact location, you will cause them to search the room more aggressively, and make it more difficult for you to move about undetected.

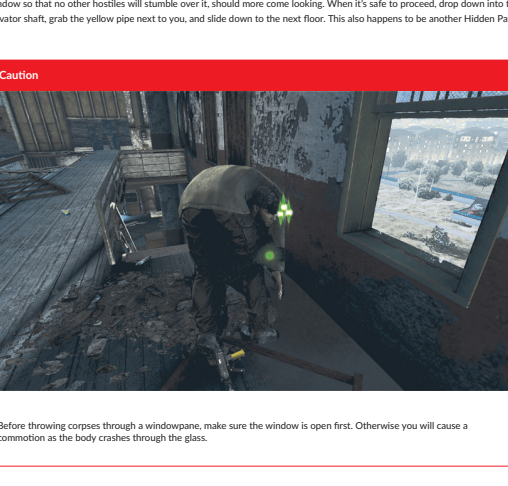


Start by extinguishing the source directly in front of you. Next, look down to spy the two floodlights immediately below you. Use your pistol to darken these with two silenced shots. Now equip your sniper rifle and look to your right, where you should see two more floodlights. Shoot out both of them. By now the hostiles sense that something isn't quite right and begin a more vigorous search of the floor. Additionally, the Drone Operator begins sending out drones to aid in the effort.



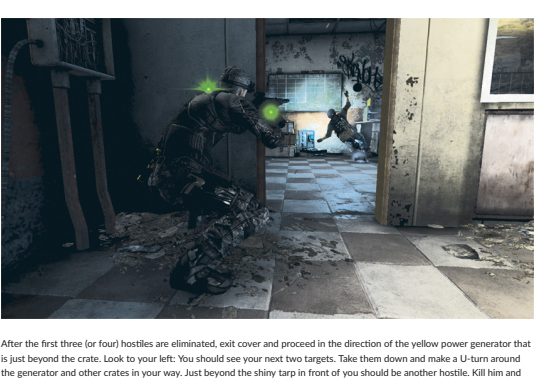
While crouching, move from your position and head straight for the back of the room, where you will find a barren elevator shaft. As you pass by the staircase on your left, take a quick peek over the railing to see if anyone is coming up. If someone is approaching, pause and wait for them, and then kill them with a hand-to-hand strike. Be sure to throw the body out the window so that no other hostiles will stumble over it, should more come looking. When it's safe to proceed, drop down into the elevator shaft, grab the yellow pipe next to you, and slide down to the next floor. This also happens to be another Hidden Path.

Caution

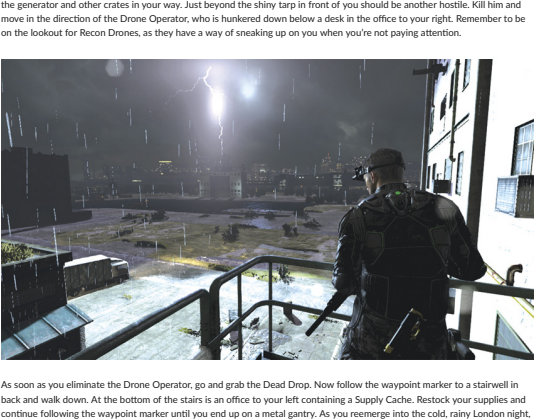


Before throwing corpses through a windowpane, make sure the window is open first. Otherwise you will cause a commotion as the body crashes through the glass.

After reaching your destination, make sure the coast is relatively clear and then exit the elevator shaft. Crouch down and move forward to take cover behind the crate in front of you. If you encountered a hostile upstairs, that should leave three making a sweep in your general vicinity. Use your Radar to locate their positions, if you don't have immediate visual confirmation, and systematically silence them.

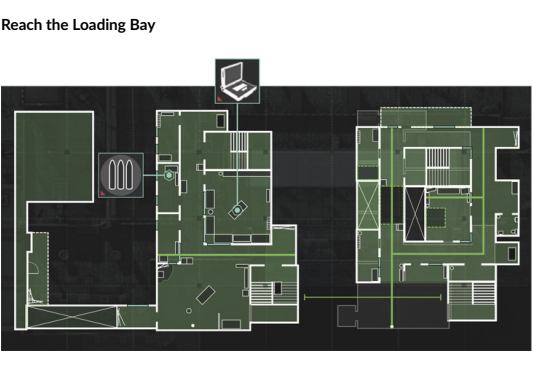


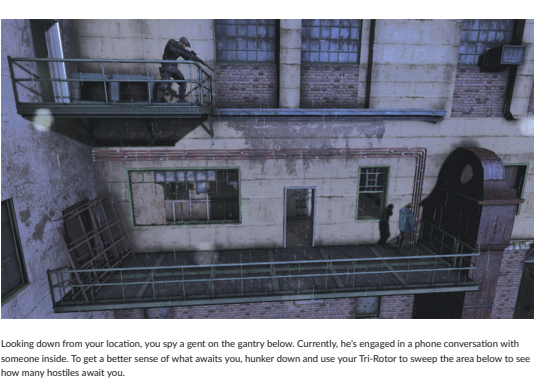
After the first three (or four) hostiles are eliminated, exit cover and proceed in the direction of the yellow power generator that is just beyond the crate. Look to your left. You should see your next two targets. Take them down and make a U-turn around the generator and other crates in your way. Just beyond the shiny tarp in front of you should be another hostile. Kill him and move in the direction of the Drone Operator, who is hunkered down below a desk in the office to your right. Remember to be on the lookout for Recon Drones, as they have a way of sneaking up on you when you're not paying attention.



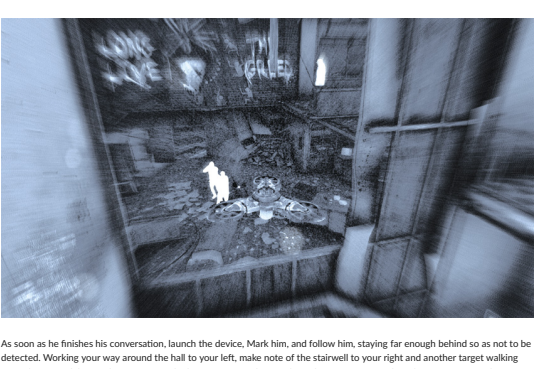
As soon as you eliminate the Drone Operator, go and grab the Dead Drop. Now follow the waypoint marker to a stairwell in back and walk down. At the bottom of the stairs is an office to your left containing a Supply Cache. Restock your supplies and continue following the waypoint marker until you end up on a metal gantry. As you reemerge into the cold, rainy London night, you notice another truck is leaving the mill. As Charlie starts tracking this vehicle, you tell the team you're heading to the Loading Bay.

Reach the Loading Bay

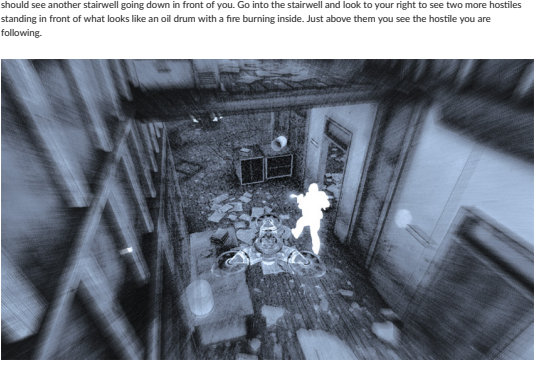


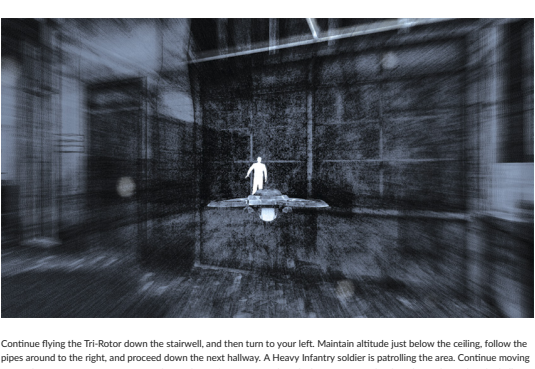


Looking down from your location, you spy a gent on the gantry below. Currently, he's engaged in a phone conversation with someone inside. To get a better sense of what awaits you, hunker down and use your Tri-Rotor to sweep the area below to see how many hostiles await you.

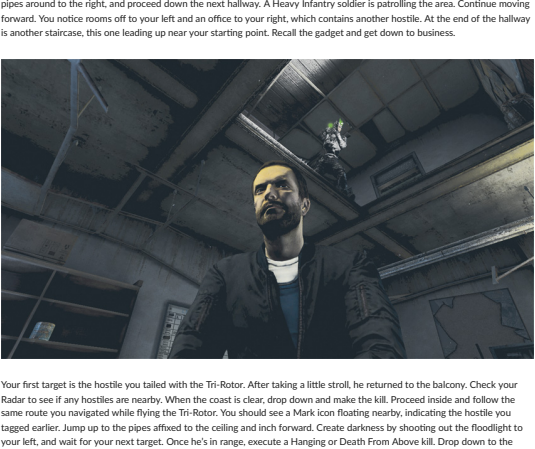


As soon as he finishes his conversation, launch the device. Mark him, and follow him, staying far enough behind so as not to be detected. Working your way around the hall to your left, make note of the stairwell to your right and another target walking toward you. Mark him and continue on. Fly the Tri-Rotor as close to the ceiling as you can without bumping into anything; you should see another stairwell going down in front of you. Go into the stairwell and look to your right to see two more hostiles standing in front of what looks like an oil drum with a fire burning inside. Just above them you see the hostile you are following.





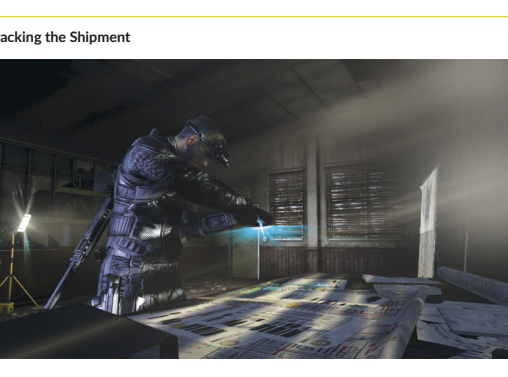
Continue flying the Tri-Rotor down the stairwell, and then turn to your left. Maintain altitude just below the ceiling, follow the pipes around to the right, and proceed down the next hallway. A Heavy Infantry soldier is patrolling the area. Continue moving forward. You notice rooms off to your left and an office to your right, which contains another hostile. At the end of the hallway is another staircase, this one leading up near your starting point. Recall the gadget and get down to business.

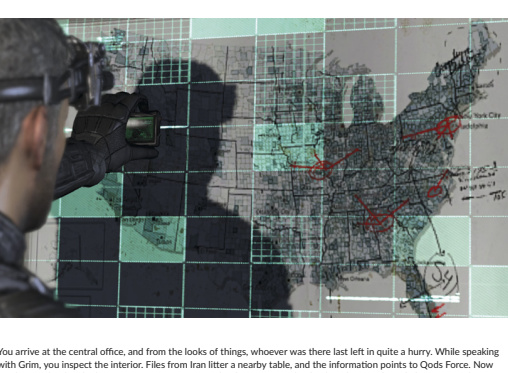


Your first target is the hostile you tailed with the Tri-Rotor. After taking a little stroll, he returned to the balcony. Check your Radar to see if any hostiles are nearby. When the coast is clear, drop down and make the kill. Proceed inside and follow the same route you navigated while flying the Tri-Rotor. You should see a Mark icon floating nearby, indicating the hostile you tagged earlier. Jump up to the pipes affixed to the ceiling and inch forward. Create darkness by shooting out the floodlight to your left, and wait for your next target. Once he's in range, execute a Hanging or Death From Above kill. Drop down to the floor and enter the door on your right. Look through the gaping hole in the floor to see a third hostile and the Blacklist Laptop. Eliminate the target, and then hack the laptop.

Three more hostiles remain, including the Heavy Infantry soldier. The two hostiles that you saw standing near the burning oil drum during your surveillance should still be there. Mark them, equip your sniper rifle, and wait for the Heavy to pass by your location, heading in their direction. Quickly open the door and target the Heavy. In one fluid motion, take down the dangerous hostile and activate your Execute Ability to eliminate the two standing near the drum. Head past the dead men and exit the area. In the next room, climb over the window and move to your right toward the opposite wall. Climb up the railing and go through the door.

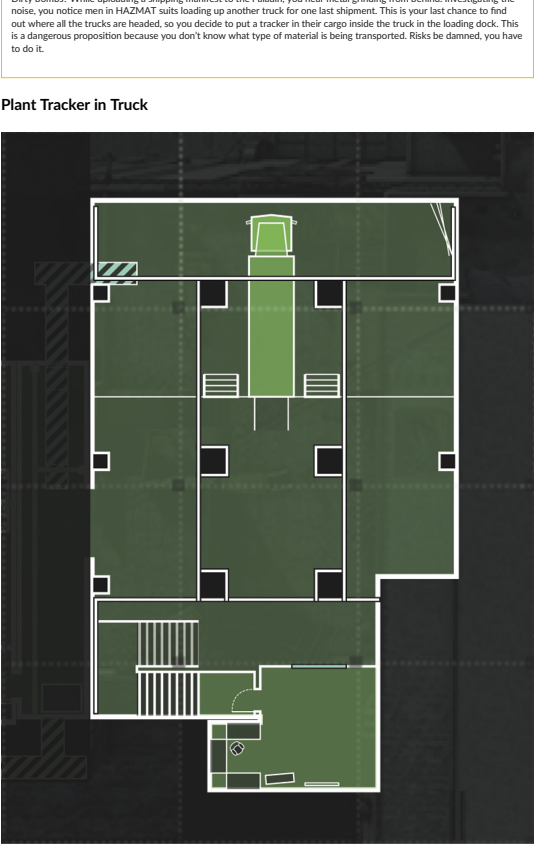
Tracking the Shipment





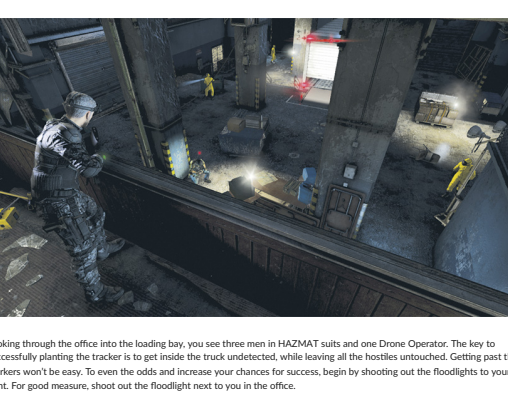
You arrive at the central office, and from the looks of things, whoever was there last left in quite a hurry. While speaking with Grim, you inspect the interior. Files from Iran litter a nearby table, and the information points to Qods Force. Now you know why they had eyes on Nouri. By scanning the documents and uploading them to the Paladin, you now have what appears to be evidence implicating Iran with the Blacklist. In addition to the files, you spot a map of the United States on a whiteboard marked with kill zones, but the method for the attacks is unclear. Are they planning to use nukes? Dirty bombs? While uploading a shipping manifest to the Paladin, you hear metal grinding from behind. Investigating the noise, you notice men in HAZMAT suits loading up another truck for one last shipment. This is your last chance to find out where all the trucks are headed, so you decide to put a tracker in their cargo inside the truck in the loading dock. This is a dangerous proposition because you don't know what type of material is being transported. Risks be damned, you have to do it.

Plant Tracker in Truck

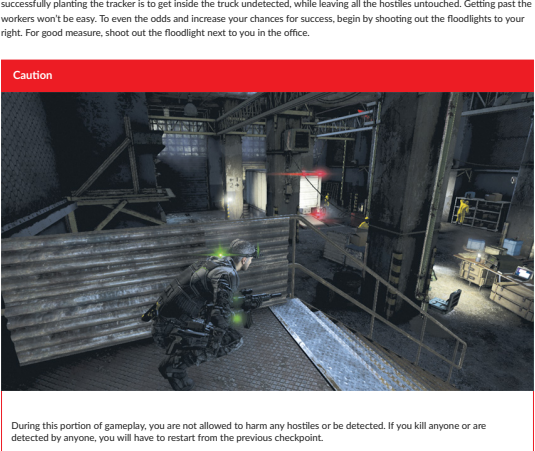


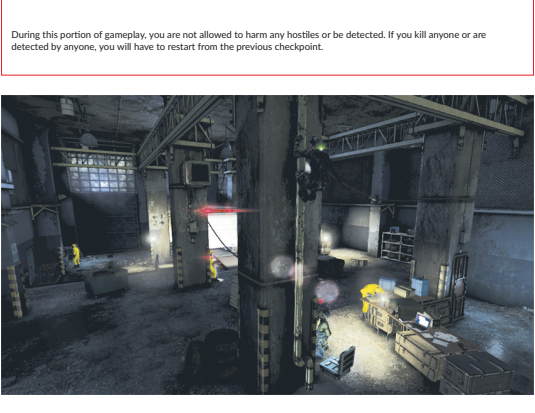
Looking through the office into the loading bay, you see three men in HAZMAT suits and one Drone Operator. The key to successfully planting the tracker is to get inside the truck undetected, while leaving all the hostiles untouched. Getting past the workers won't be easy. To even the odds and increase your chances for success, begin by shooting out the floodlights to your right. For good measure, shoot out the floodlight next to you in the office.

Caution



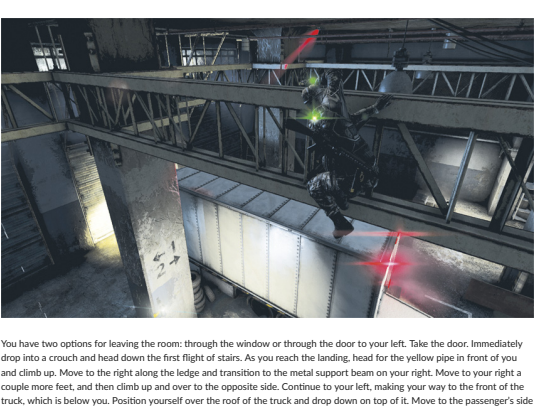
During this portion of gameplay, you are not allowed to harm any hostiles or be detected. If you kill anyone or are detected by anyone, you will have to restart from the previous checkpoint.

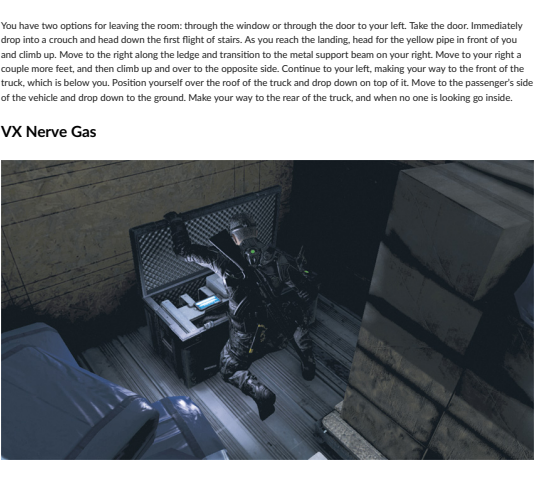




You have two options for leaving the room: through the window or through the door to your left. Take the door. Immediately drop into a crouch and head down the first flight of stairs. As you reach the landing, head for the yellow pipe in front of you and climb up. Move to the right along the ledge and transition to the metal support beam on your right. Move to your right a couple more feet, and then climb up and over to the opposite side. Continue to your left, making your way to the front of the truck, which is below you. Position yourself over the roof of the truck and drop down on top of it. Move to the passenger's side of the vehicle and drop down to the ground. Make your way to the rear of the truck, and when no one is looking go inside.

VX Nerve Gas





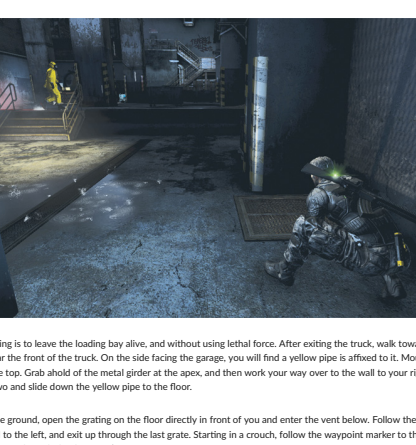
As you open the container to plant the tracker, Grim chimes in to tell you that the manifest you found contained components to make a VX nerve gas derivative chemical weapon. By opening the bomb-containment unit, you put yourself at risk for passive exposure, and it doesn't take much to receive a lethal dose. However, the only way the mission is a success is if they don't locate the tracker. As you exit the truck, Charlie informs you that he's been scrubbing calls funneling through a cell-phone tower near the mill, and one particular call proves very revealing. After listening to a snippet of conversation, Grim relays that the SMI pulled a partial-recognition hit identifying the caller as Sadiq. There's a good chance he's somewhere in the facility. After receiving the location on your Opsat, you head out to look for the Blacklist mastermind.

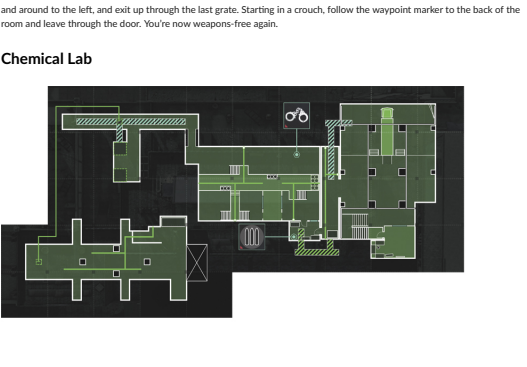
Locate Sadiq

The first thing is to leave the loading bay alive, and without using lethal force. After exiting the truck, walk toward the stone column near the front of the truck. On the side facing the garage, you will find a yellow pipe is affixed to it. Mount the pipe and climb to the top. Grab ahold of the metal girder at the apex, and then work your way over to the wall to your right. Move over a foot or two and slide down the yellow pipe to the floor.

Once on the ground, open the grating on the floor directly in front of you and enter the vent below. Follow the crawl space up and around to the left, and exit up through the last grate. Starting in a crouch, follow the waypoint marker to the back of the room and leave through the door. You're now weapons-free again.

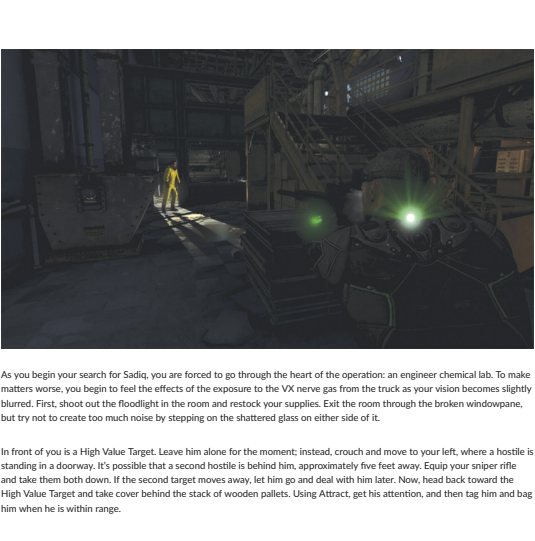
Chemical Lab





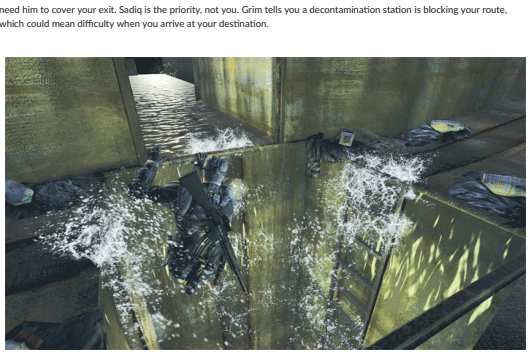
As you begin your search for Sadiq, you are forced to go through the heart of the operation: an engineer chemical lab. To make matters worse, you begin to feel the effects of the exposure to the VX nerve gas from the truck as your vision becomes slightly blurred. First, shoot out the floodlight in the room and restock your supplies. Exit the room through the broken windowpane, but try not to create too much noise by stepping on the shattered glass on either side of it.

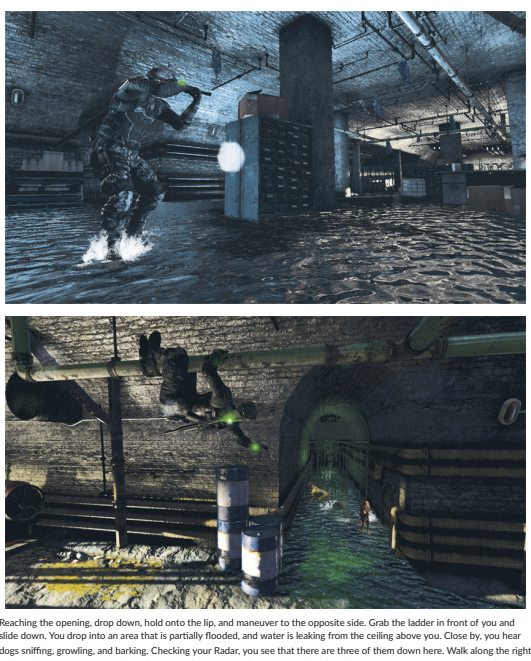
In front of you is a High Value Target. Leave him alone for the moment; instead, crouch and move to your left, where a hostile is standing in a doorway. It's possible that a second hostile is behind him, approximately five feet away. Equip your sniper rifle and take them both down. If the second target moves away, let him go and deal with him later. Now, head back toward the High Value Target and take cover behind the stack of wooden pallets. Using Attract, get his attention, and then tag him and bag him when he is within range.



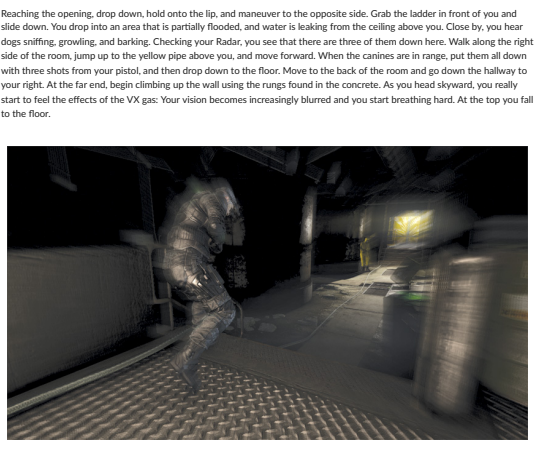
Next, move up the stairs to your left to the catwalk above and immediately take cover. Look at the Radar to see two more hostiles. Quickly take down the first one. Then, still in a crouch, move out of cover toward the second hostile. As you get close to your next target, avoid detection and jump up to the yellow pipe above you. Continue forward, and, when prompted, perform a Death From Above attack. Continue a few more feet to the end of the catwalk, and then climb over the railing and drop to the ground. Before walking through the corridor in front of you, check your Radar. Around the corner to the left is another hostile: a Heavy Infantry soldier. Wait for him to come into view and take him down with a sniper rifle blast to the head. Move forward and take an immediate left into the corridor.

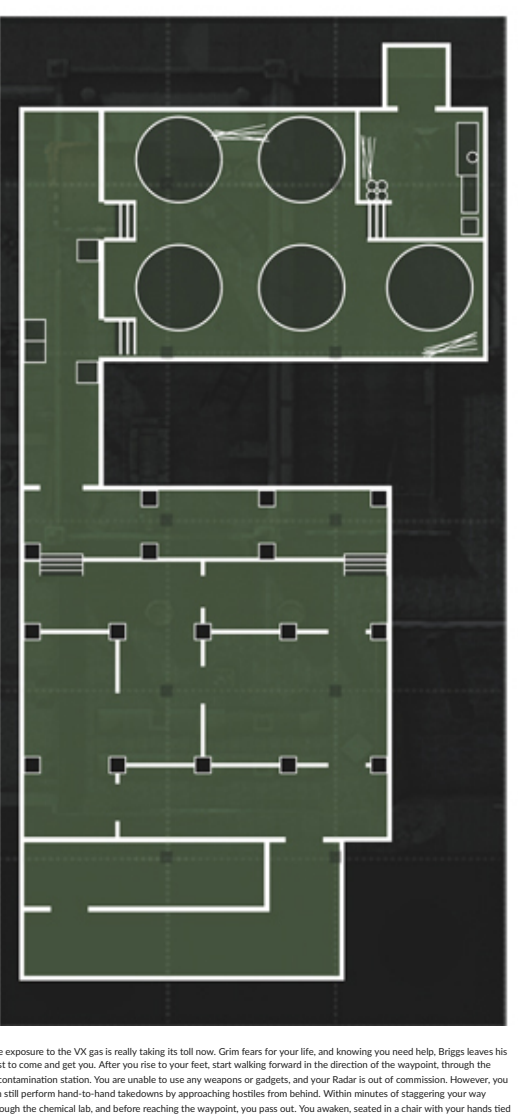
Look down in front of you and walk to the grate in the floor. Open it, drop down into the vent below, and head toward the opening in front of you. As you move forward, Charlie tells you that your vitals look bad. Briggs is willing to move in, but you need him to cover your exit. Sadiq is the priority, not you. Grim tells you a decontamination station is blocking your route, which could mean difficulty when you arrive at your destination.





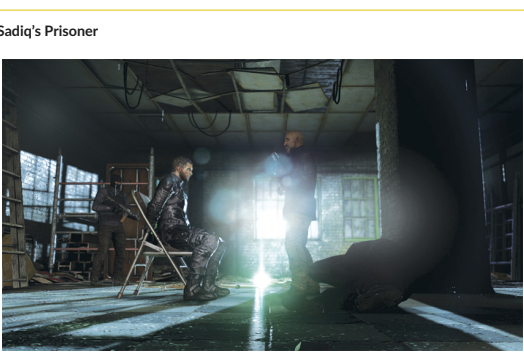
Reaching the opening, drop down, hold onto the lip, and maneuver to the opposite side. Grab the ladder in front of you and slide down. You drop into an area that is partially flooded, and water is leaking from the ceiling above you. Close by, you hear dogs sniffing, growling, and barking. Checking your Radar, you see that there are three of them down here. Walk along the right side of the room, jump up to the yellow pipe above you, and move forward. When the canines are in range, put them all down with three shots from your pistol, and then drop down to the floor. Move to the back of the room and go down the hallway to your right. At the far end, begin climbing up the wall using the rungs found in the concrete. As you head skyward, you really start to feel the effects of the VX gas: Your vision becomes increasingly blurred and you start breathing hard. At the top you fall to the floor.





The exposure to the VX gas is really taking its toll now. Grim fears for your life, and knowing you need help, Briggs leaves his post to come and get you. After you rise to your feet, start walking forward in the direction of the waypoint, through the decontamination station. You are unable to use any weapons or gadgets, and your Radar is out of commission. However, you can still perform hand-to-hand takedowns by approaching hostiles from behind. Within minutes of staggering your way through the chemical lab, and before reaching the waypoint, you pass out. You awaken, seated in a chair with your hands tied behind your back, face-to-face with Sadiq.

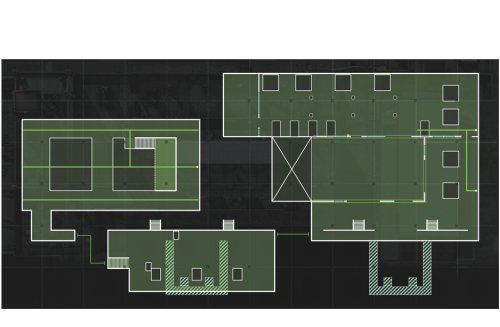
Sadiq's Prisoner



The welcoming party isn't too kind. A henchman pistol-whips you in the head. Sadiq intervenes to disarm the man before he can hit you again. Addressing you, Sadiq surmises that Nouri is responsible for your presence in London. He wants to know your story. He knows you're American, and by searching your body he finds the karambit that Vic gave you. Based on Sadiq's knowledge of the weapon, he figures you've received training outside the United States. Sadiq deduces from the way you're dressed you're Special Ops, but claims his friends don't know you. Putting the karambit to your throat, Sadiq demands to know who you are. With deadly seriousness you reply you're the man who's going to kill him. Sadiq wonders why? Is it because he's above the law, because he kills for a purpose? Sadiq claims you both are very much alike. But unlike him, you don't murder innocent people. Sadiq snaps and insists that you tell him where your team is.

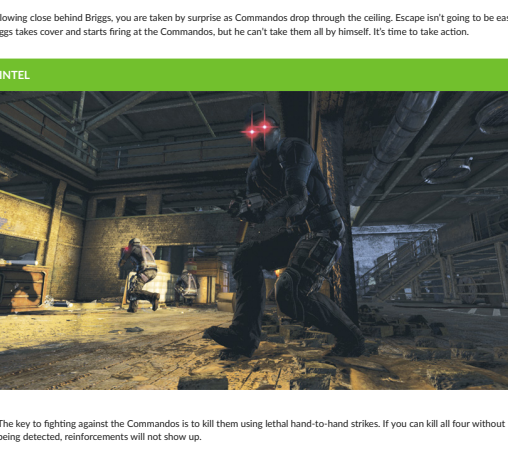
Before you can reply, Briggs blows a hole in the far wall and enters with guns blazing. Sadiq rips you out of your seat, using you as a human shield, and returns fire. He doesn't hit Briggs. Both men face each other in a standoff, and you demand that Briggs kill Sadiq then and there. He refuses, and Sadiq uses the moment of his indecision to push you toward Briggs and escape through the door behind him. You order Briggs to go after Sadiq; he refuses, injecting you with atropine and cutting off your bindings instead. You need more than the injection to survive exposure to the VX gas, and Grim tells you both to get to the roof for extraction.

Extract with Briggs



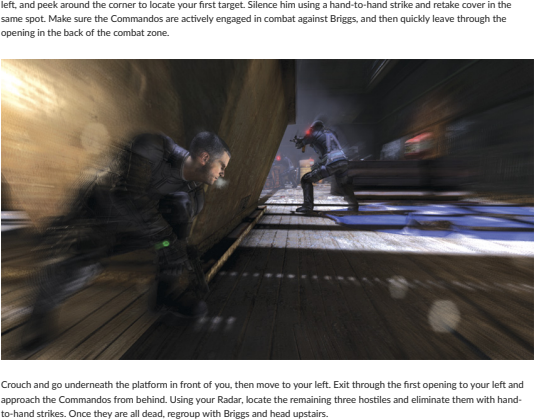
Following close behind Briggs, you are taken by surprise as Commandos drop through the ceiling. Escape isn't going to be easy. Briggs takes cover and starts firing at the Commandos, but he can't take them all by himself. It's time to take action.

INTEL

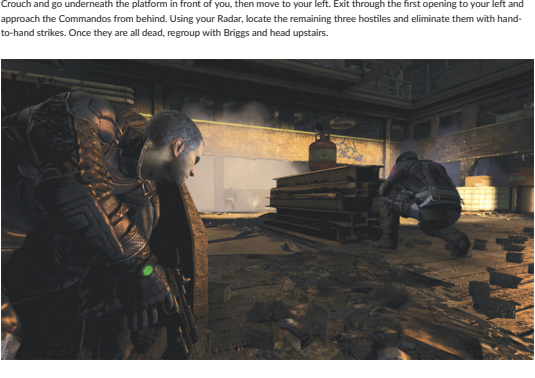


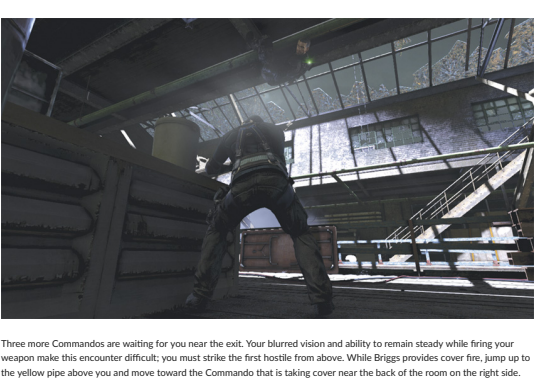
The key to fighting against the Commandos is to kill them using lethal hand-to-hand strikes. If you can kill all four without being detected, reinforcements will not show up.

From cover, move forward, shooting out the lantern in front of you. Hop over the wall, take cover next to the container to your left, and peek around the corner to locate your first target. Silence him using a hand-to-hand strike and retake cover in the same spot. Make sure the Commandos are actively engaged in combat against Briggs, and then quickly leave through the opening in the back of the combat zone.



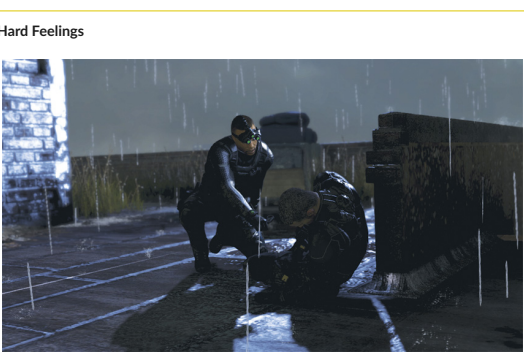
Crouch and go underneath the platform in front of you, then move to your left. Exit through the first opening to your left and approach the Commandos from behind. Using your Radar, locate the remaining three hostiles and eliminate them with hand-to-hand strikes. Once they are all dead, regroup with Briggs and head upstairs.

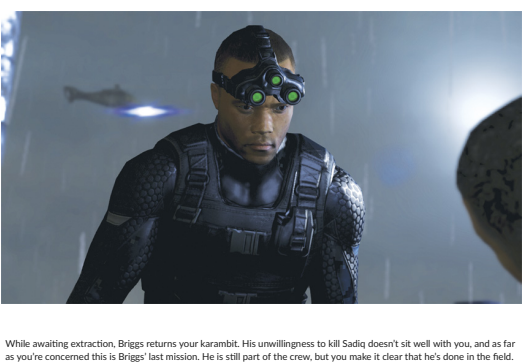




Three more Commandos are waiting for you near the exit. Your blurred vision and ability to remain steady while firing your weapon make this encounter difficult; you must strike the first hostile from above. While Briggs provides cover fire, jump up to the yellow pipe above you and move toward the Commando that is taking cover near the back of the room on the right side. When in range, perform an Aerial Takedown. Even though it wasn't a lethal strike, he won't be rejoining the fight. Hop back up to the pipe and slither to the two remaining hostiles. Let Briggs kill the Commando on the center walkway, and move toward the other Commando on the left side of the room. Get in range and perform an Aerial Knockout. Drop to the ground, head for the back door, and make your escape.

Hard Feelings



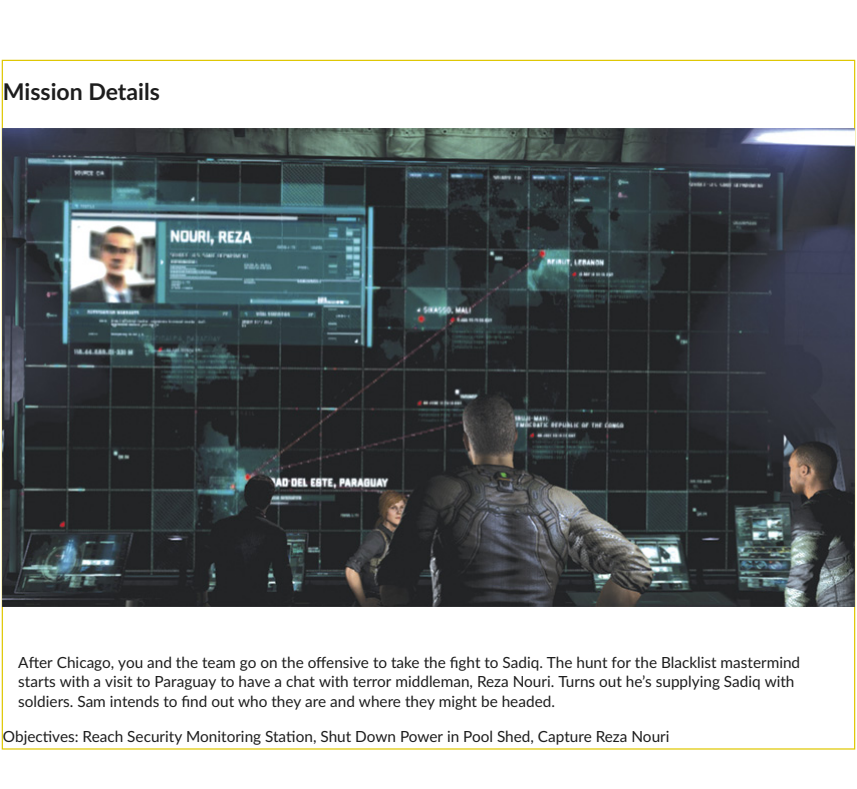


While awaiting extraction, Briggs returns your karambit. His unwillingness to kill Sadiq doesn't sit well with you, and as far as you're concerned this is Briggs' last mission. He is still part of the crew, but you make it clear that he's done in the field. Back aboard the Paladin, you receive medical attention and find out Sadiq is gone. Fortunately, the tracking device is live, so you have a lock on the canister. The next step is to comb the intel on Iran and make sure it's the right play. President Caldwell has gone public with the information, and the country is howling for blood. Grim is wary of any information left behind by the Engineers, feeling Iran is just another trap.You feel Sadiq wouldn't have been in London if he knew you were going to be there. You'd better make sure Iran is your next destination; you can't be the reason the country gets into the wrong war.

Campaign

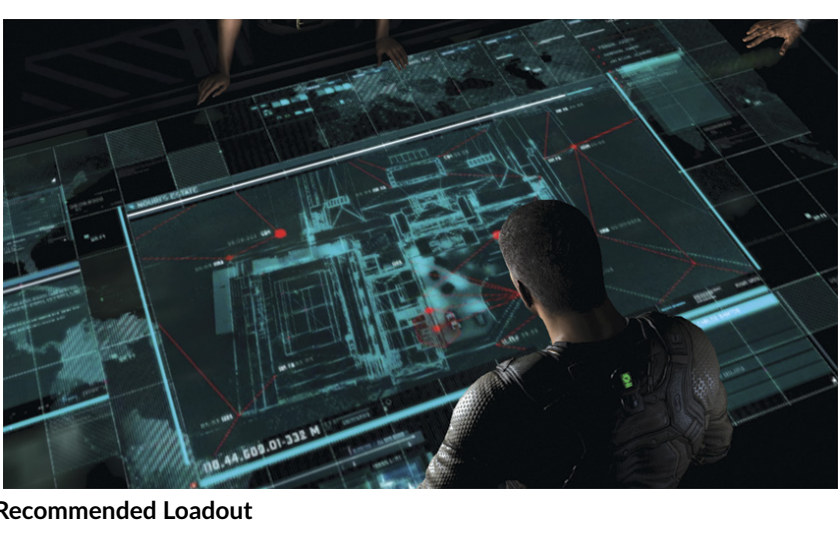
Mission 4: Private Estate Ciudad Del Este, Paraguay

Mission Details



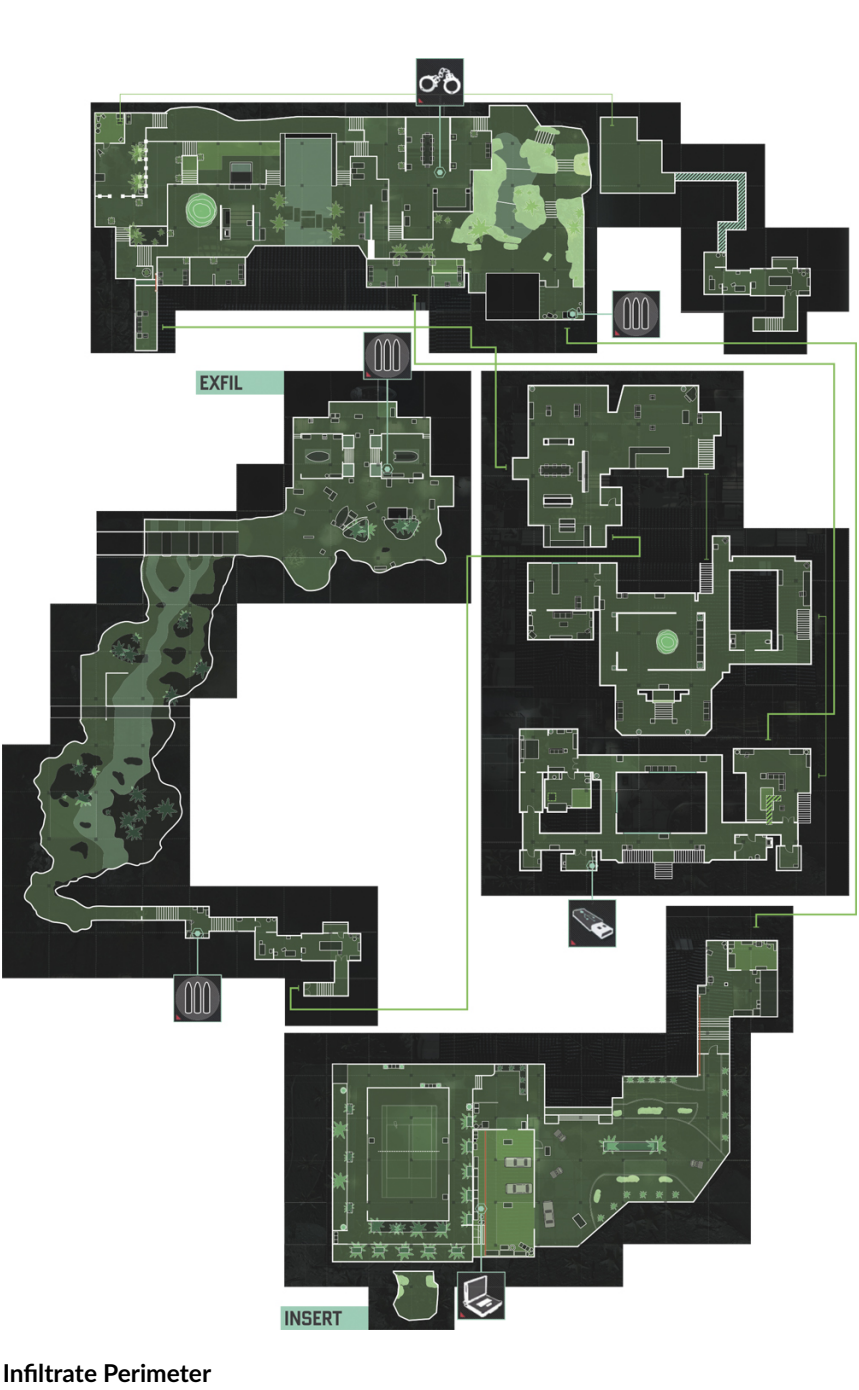
After Chicago, you and the team go on the offensive to take the fight to Sadiq. The hunt for the Blacklist mastermind starts with a visit to Paraguay to have a chat with terror middleman, Reza Nouri. Turns out he's supplying Sadiq with soldiers. Sam intends to find out who they are and where they might be headed.

Objectives: Reach Security Monitoring Station, Shut Down Power in Pool Shed, Capture Reza Nouri

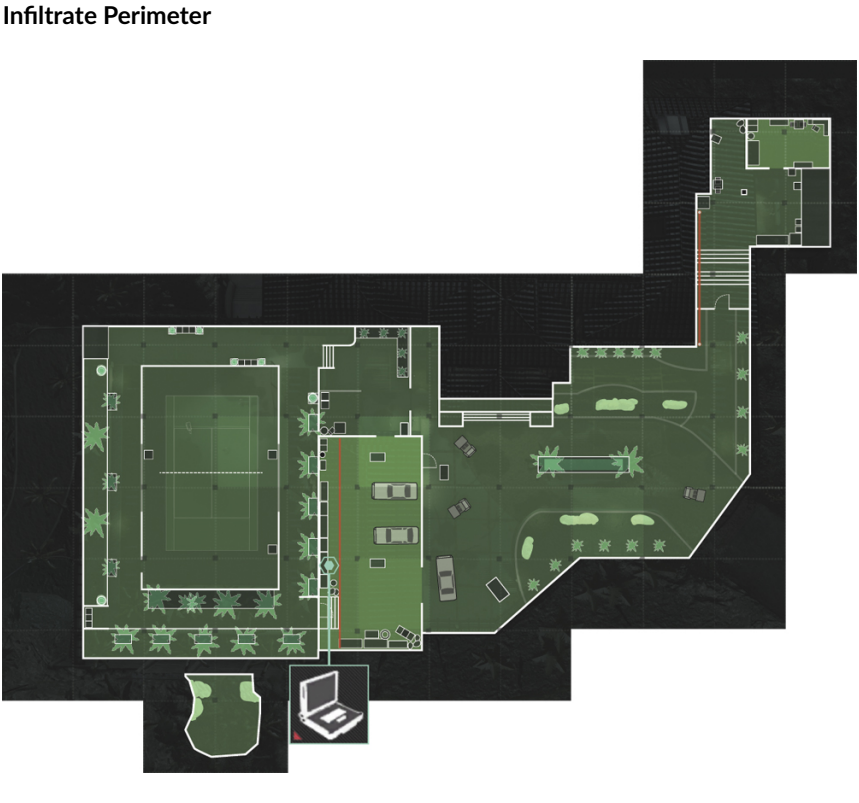


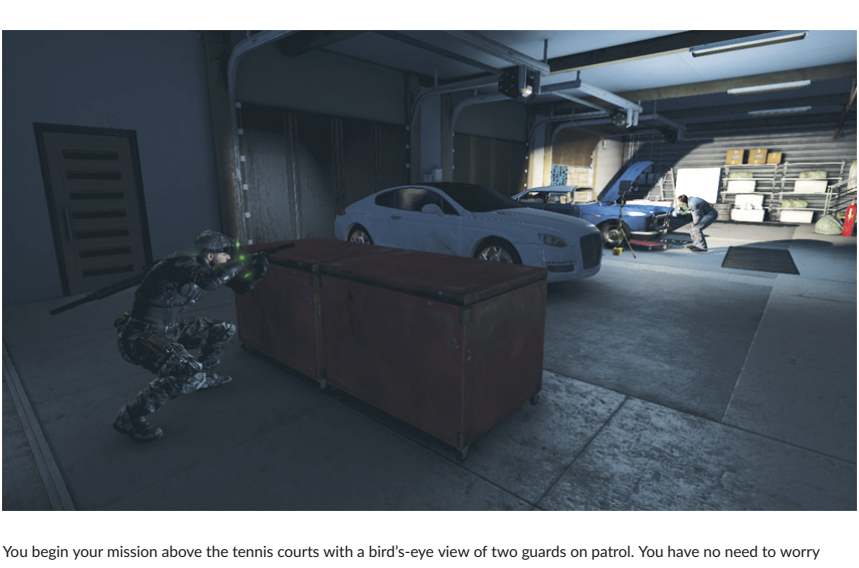
Recommended Loadout

- Gadgets: Sticky Noisemaker, Flashbang
- Goggles: Sonar Pulse
- Ops Suit: Classic (Torso), Classic (Gloves), Tactical Mesh (Pants), Tactical Mesh (Boots)
- Pistol: F40 with Armor Piercing Bullets
- Alternate Weapon: SR-25 Sniper Rifle with Extended Mag and Armor Piercing Bullets
- Special Weapon: Stun Gun



Infiltrate Perimeter





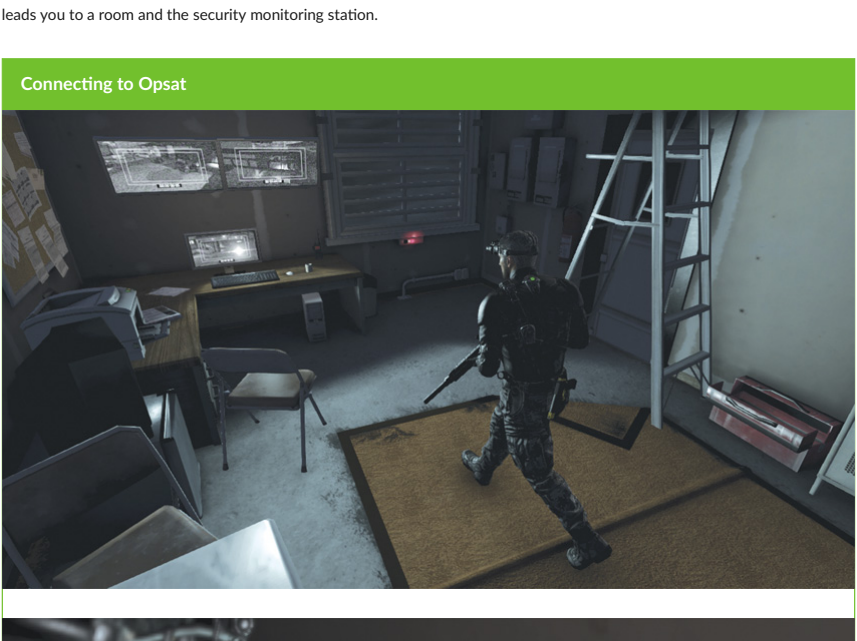
You begin your mission above the tennis courts with a bird's-eye view of two guards on patrol. You have no need to worry about anyone else entering this area of the estate, so equip your sniper rifle and eliminate both men from your lofty vantage point. Repel down to ground level and work your way along the wall to the garage on your right. At the far corner you'll find a handy bin in which to stash any bodies you might need to hide. Snipe the light fixtures near the door to snuff out their fluorescent glow and enter the garage, immediately taking cover. Peeking from your hiding spot, you see a man hunched under the hood of a car with the engine exposed. Beyond him is a wide-open door big enough to drive the car through that leads to a large side yard. You can hear voices of men as they patrol the grounds, plus the barking and growling of a dog. First, deal with the hostile in front of you. Once he's taken care of, hide his body in the bin you passed on your way in. Next, make sure no one is coming, and then snuff out any floodlights or fluorescent lights in the vicinity. Now head to the opposite side of the garage to hack into the Blacklist Laptop that is sitting on a desk in the far corner.

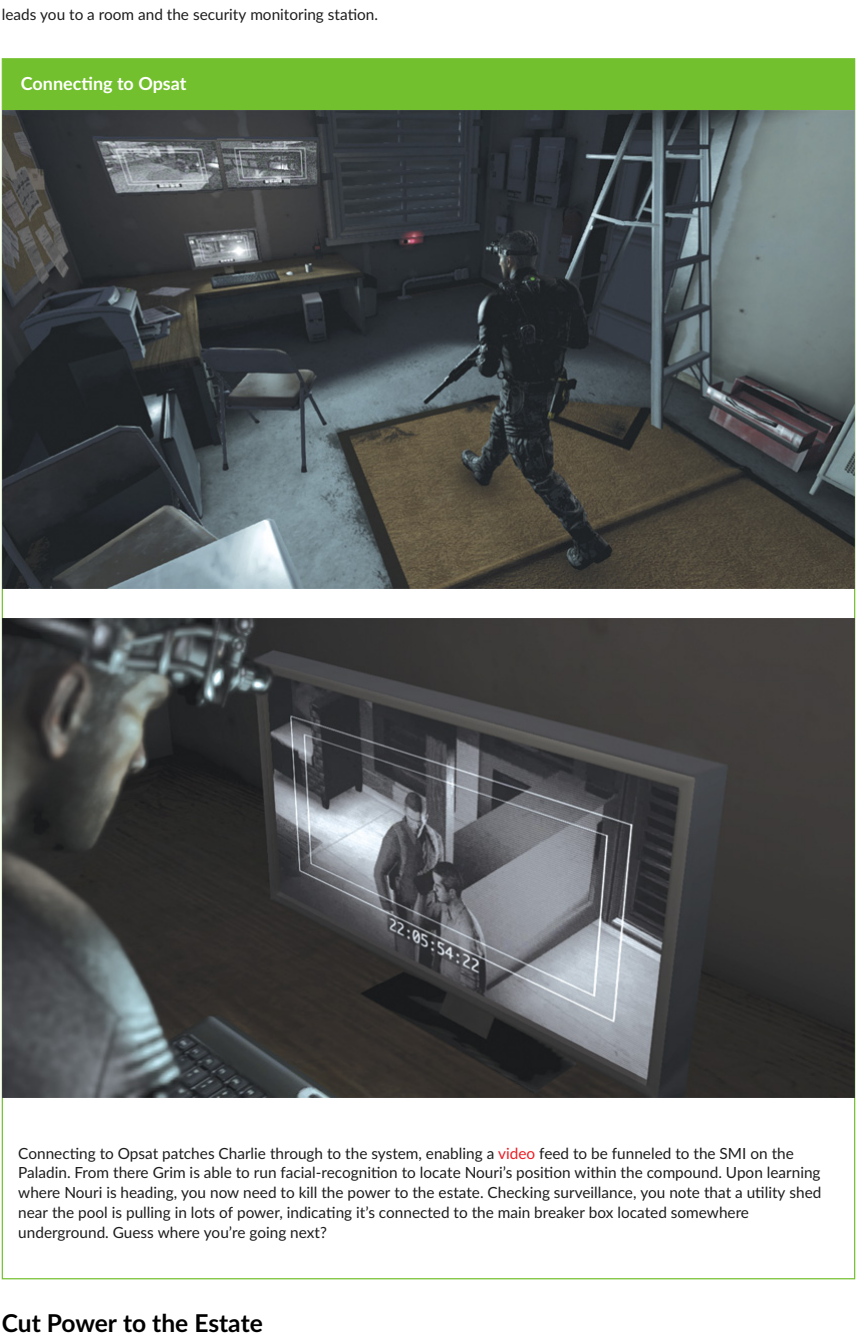
INTEL

Moving in shadows is key to your survival when navigating the outside of the compound. Shooting out any light fixtures along your route diminishes the possibility of being spotted by patrolling guards.

Once you are finished with the laptop, crouch and silently approach the open garage door. Turning on your sonar goggles, you are able to make out three more hostiles plus the dog. Head back to where you entered the garage and follow it into the courtyard. Now begin systematically eliminating the threats. Once they are taken down, follow the waypoint marker, which leads you to a room and the security monitoring station.

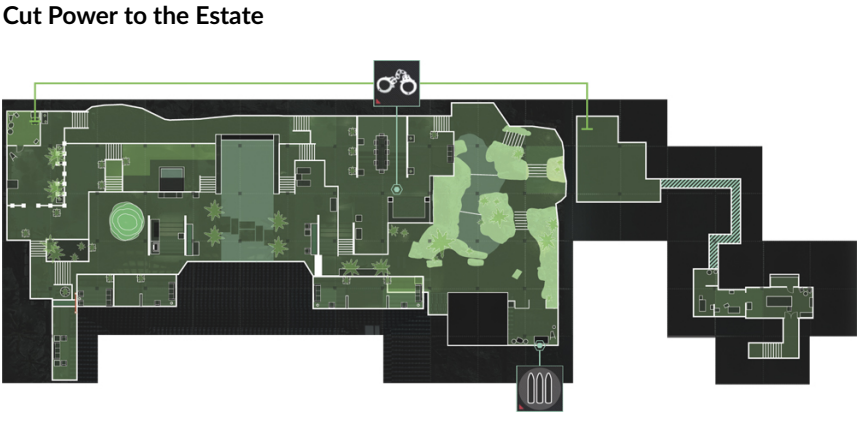
Connecting to Opsat





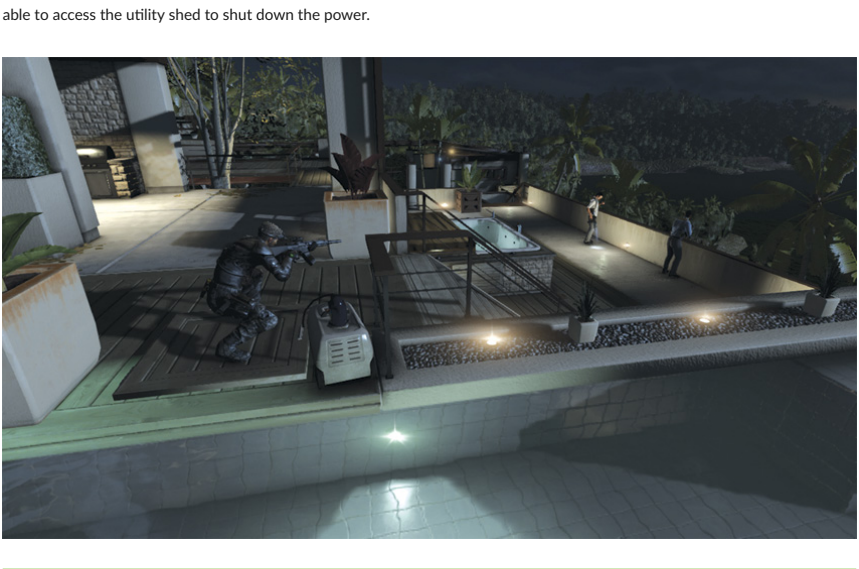
Connecting to Opsat patches Charlie through to the system, enabling a video feed to be funneled to the SMI on the Paladin. From there Grim is able to run facial-recognition to locate Nouri's position within the compound. Upon learning where Nouri is heading, you now need to kill the power to the estate. Checking surveillance, you note that a utility shed near the pool is pulling in lots of power, indicating it's connected to the main breaker box located somewhere underground. Guess where you're going next?

Cut Power to the Estate



After jumping through the window Charlie unlocked for you, stock up on ammo at the Supply Cache. The first guard should be close by and to the left, making sure the doors to the estate are secured. While he's preoccupied, take him down. Now, climb up the pipe nearby where you killed him. From your lofty vantage point you can see the rest of your targets. Down below you near the barbeque grill and patio are a High Value Target, a hostile, and a dog. To your left near and around the pool are five more hostiles. Time to get to work.

Drop down to ground level and capture the HVT, and then hunt down the other enemies. Once they are all eliminated, you are able to access the utility shed to shut down the power.

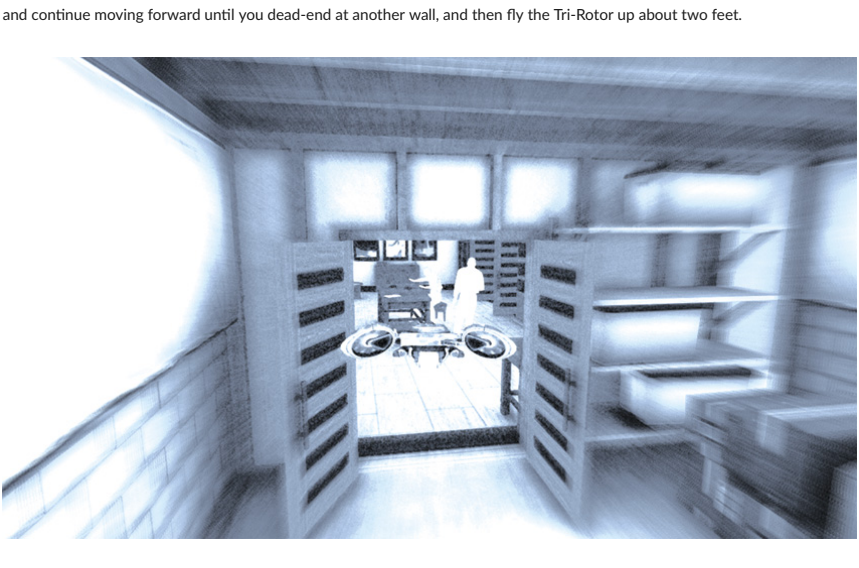


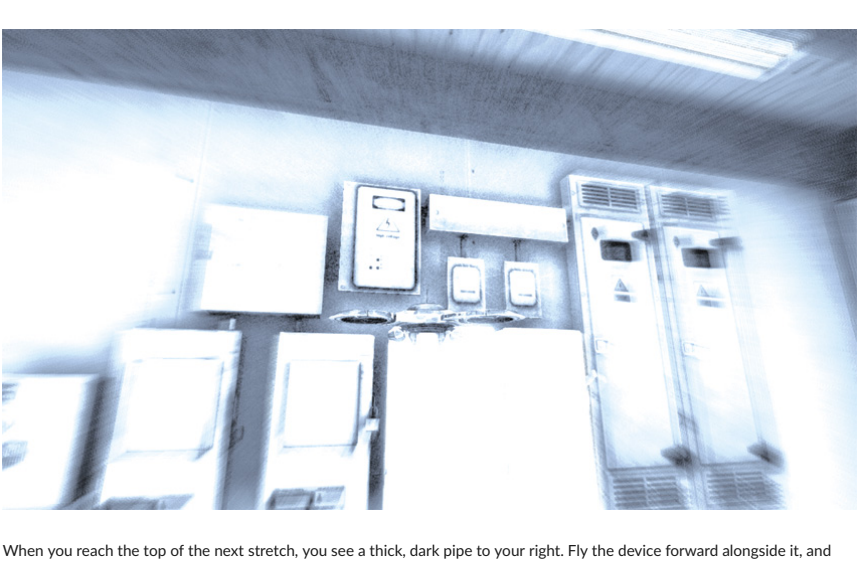
INTEL

Since dogs aren't carrying flashlights, you will have to rely on your sonar goggles to spot them. Listen for sniffing sounds and growls to tip you off when dogs are near, and then activate your goggles to find and eliminate them.

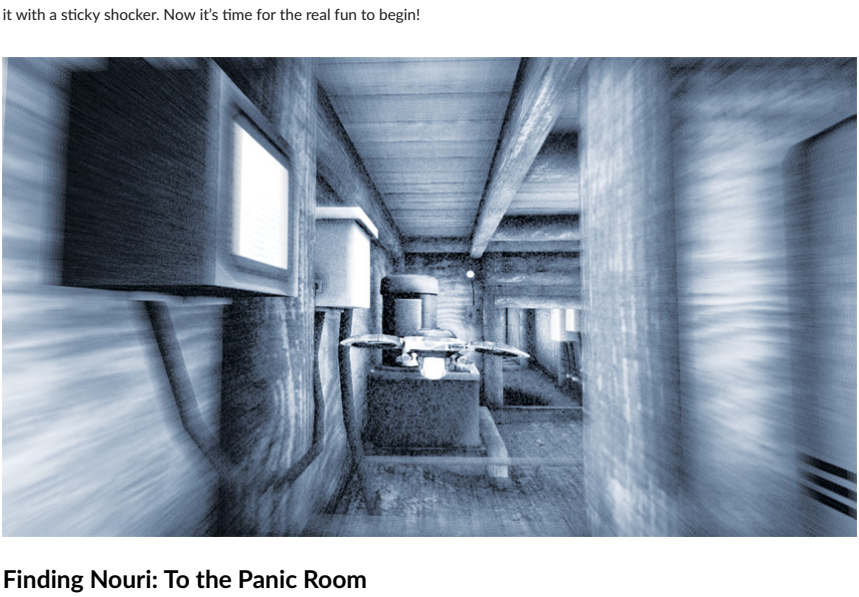
Lights Out!

You deploy the Tri-Rotor and Charlie gives you the all clear that there is no lag in the data transmission. It's time to find the circuit breaker. As soon as the Tri-Rotor's visual feed comes through, check the ground below it: You should see two pipes running parallel to each other along the ground. Begin by following the path of these pipes. Once the device reaches the far wall, turn it to the left and head toward the light. As it gets close, you will notice an opening to the left. Go through the opening and continue moving forward until you dead-end at another wall, and then fly the Tri-Rotor up about two feet.

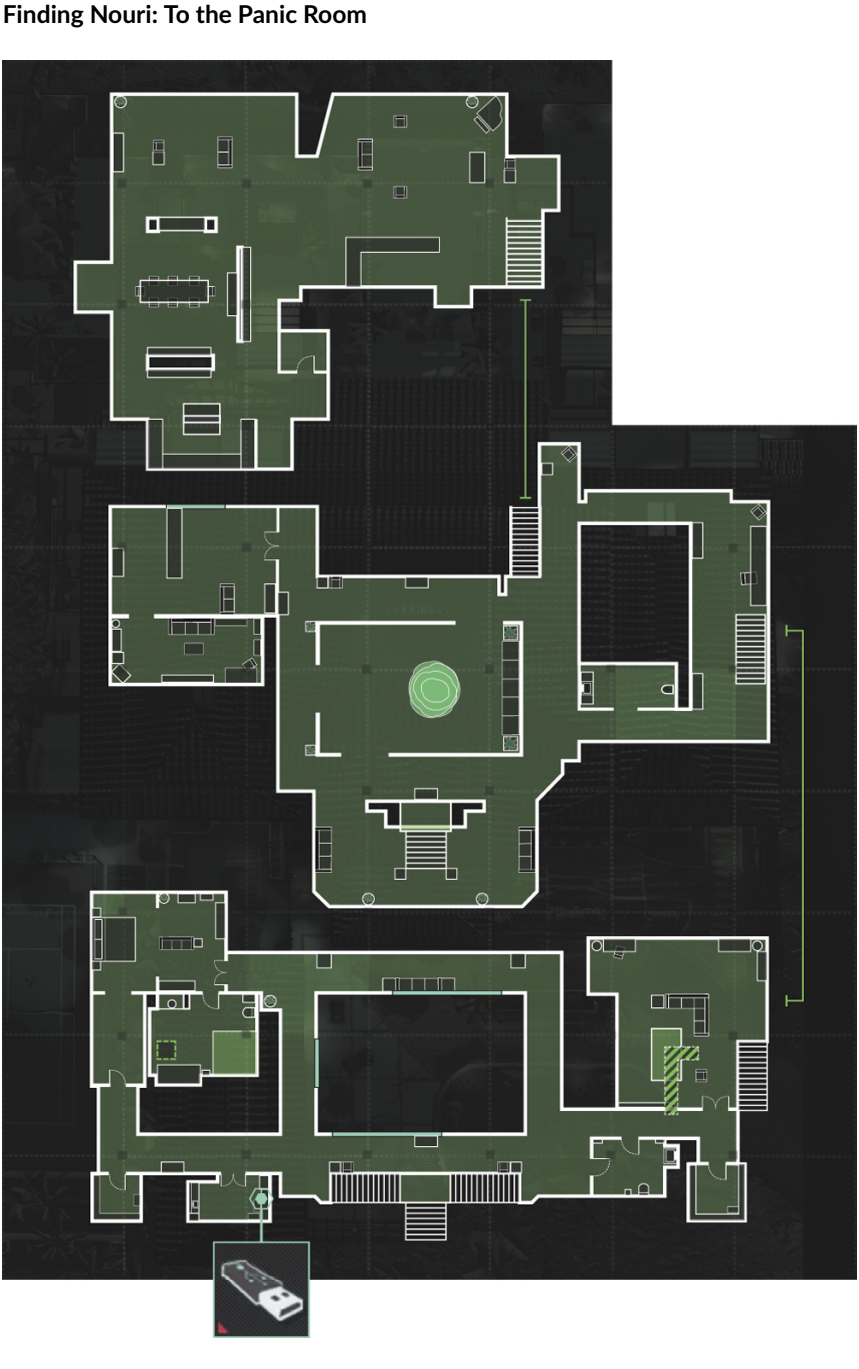




When you reach the top of the next stretch, you see a thick, dark pipe to your right. Fly the device forward alongside it, and then around to the right. Now, simply follow the tunnel through to the finish, where you will eventually end up in a wine cellar containing two men preoccupied in conversation. Maintaining altitude, veer the Tri-Rotor to the left along the top of a shelf filled with bottles. Five feet in the distance you should see a doorway below you. Keeping the device hidden from the occupants' view, fly into the room, where you will find the circuit breaker. Target the small, white box labeled "Danger," and hit it with a sticky shocker. Now it's time for the real fun to begin!



Finding Nouri: To the Panic Room

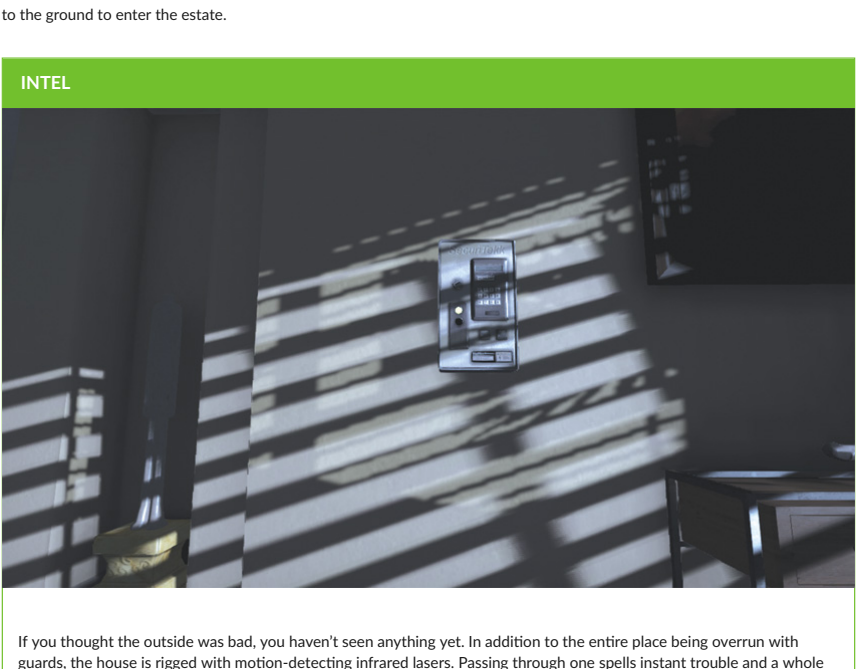


With the circuit breaker blown and the lights extinguished throughout the estate, all the guards are on high alert. All around the shed, guards are combing the grounds looking for intruders. You have the advantage, as they don't know where to concentrate their search.

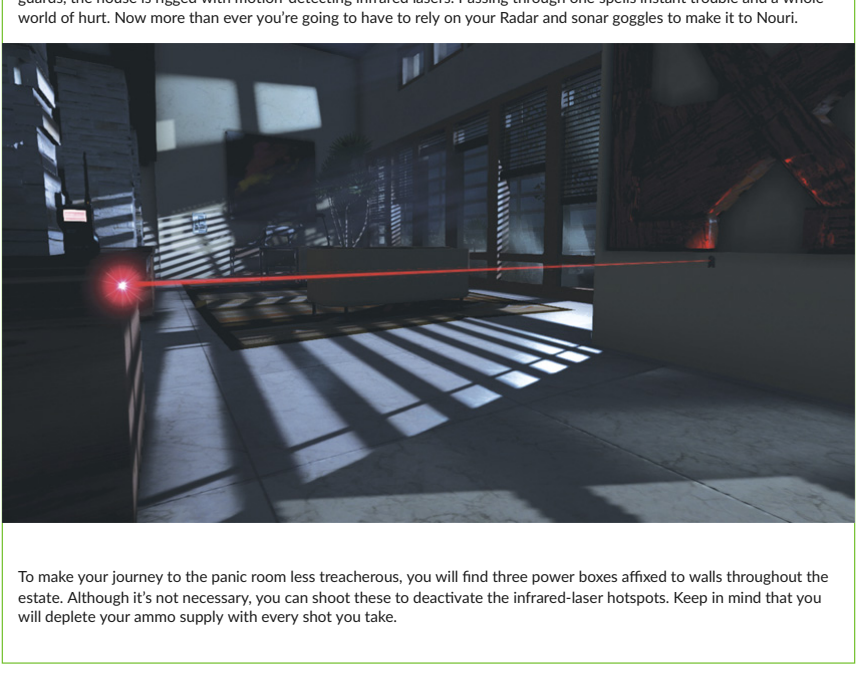
As soon as the lights go out in the shed, exit and look immediately to your left. The first guard should run past you, giving you your first kill. Continue moving to your left and post up along the corner railing. Three guards and a dog are searching the grounds, and one guard is on the second-story balcony. From this vantage point you should be able to pick off each one. Once the four hostiles and the canine are eliminated, head back over near the pool to take care of the three remaining guards. If you lose sight of any of them, use your Radar and your sonar goggles to locate their positions.

At this point you have two options to enter the estate. The first option is through a door on the second-floor balcony, which can be accessed by backtracking to where you connected to the Opsat computer (you'll find a pipe you can climb up to the right of a flare on the ground). Or you can enter along the side, back near the shed. Since the goal is to be proficient at Panther style, head toward the side opening. Like the balcony entrance, you will find a flare on the ground there, too, and directly next to it a pipe leading up the side of the building. Climb to the top of it, and then move hand over hand to the right and drop down to the ground to enter the estate.

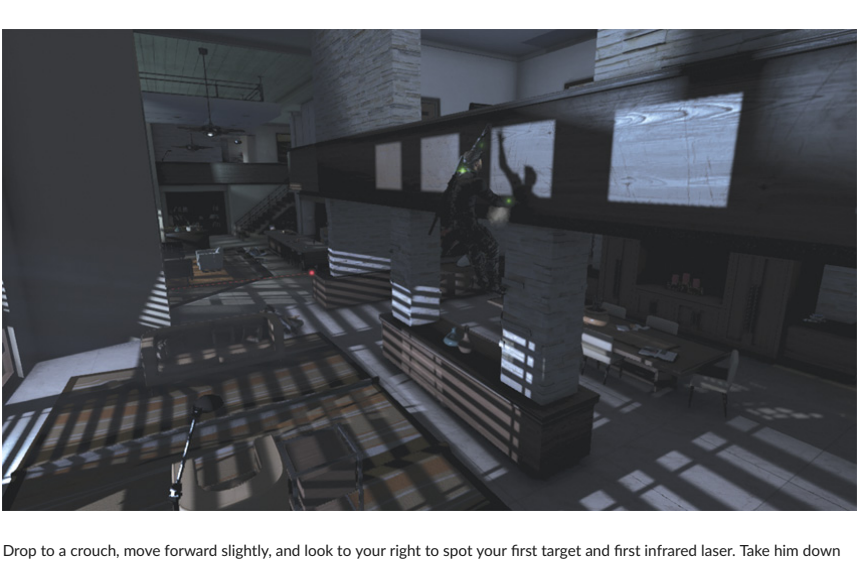
INTEL



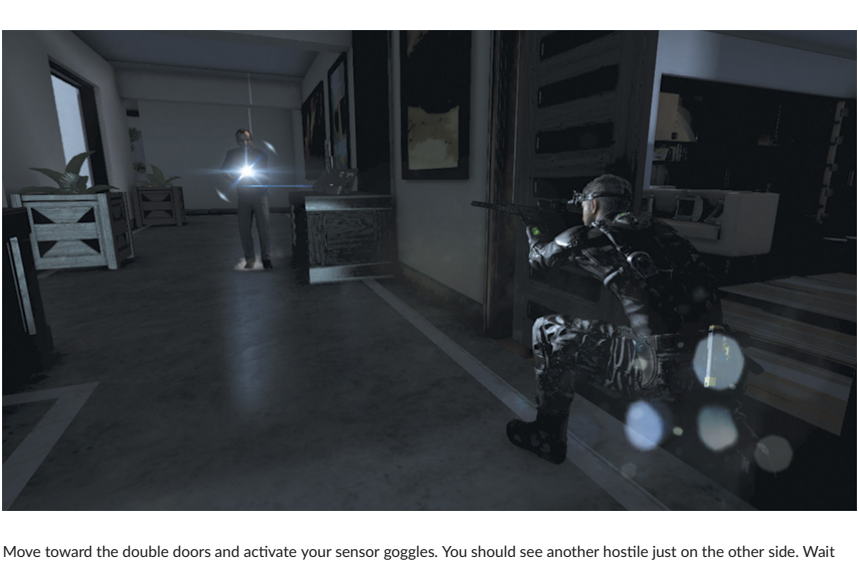
If you thought the outside was bad, you haven't seen anything yet. In addition to the entire place being overrun with guards, the house is rigged with motion-detecting infrared lasers. Passing through one spells instant trouble and a whole world of hurt. Now more than ever you're going to have to rely on your Radar and sonar goggles to make it to Nouri.



To make your journey to the panic room less treacherous, you will find three power boxes affixed to walls throughout the estate. Although it's not necessary, you can shoot these to deactivate the infrared-laser hotspots. Keep in mind that you will deplete your ammo supply with every shot you take.

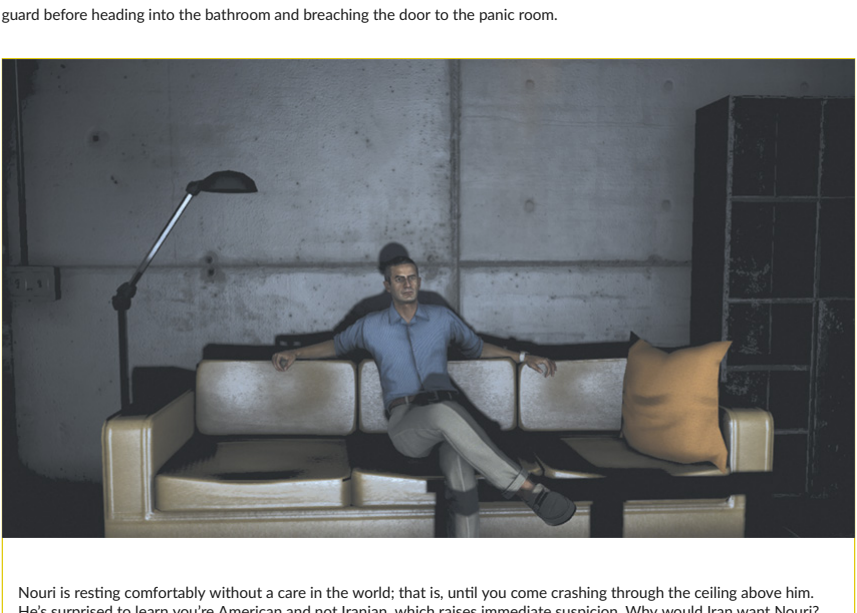


Drop to a crouch, move forward slightly, and look to your right to spot your first target and first infrared laser. Take him down without tripping the alarm, and then move to your left to take cover behind the chair. Look into the living room to spot the next two hostiles. You can easily take them down with two, quick sniper rifle shots. Look to your ri.jpgght and climb up the wall to a room on the second floor.



Move toward the double doors and activate your sensor goggles. You should see another hostile just on the other side. Wait for him to move away from the doors, and then exit the room and shoot him from behind. Maintain cover and look directly in front of you near the staircase, where the next hostile is waiting. Again, a shot from your sniper rifle should do the trick. Move along the wall in the direction of the first hostile, checking your Radar as you go. At the end of the short hallway, head to your left and follow it until you reach the staircase on other side of the house, bypassing any doorways you see. Along the way you will encounter one to two more hostiles.

Head to your left at the top of the stairs and follow the next hallway down to the right. Along this wall you find another power box, and at the end of the hallway another infrared laser. Two more guards are in the vicinity. Deal with them swiftly and continue straight to the next hallway, directly beyond the motion-detecting beam. Stop in the laundry room to your left to pick up the Dead Drop, and then resume your trek down the hall, orienting to your waypoint marker. Take down the last remaining guard before heading into the bathroom and breaching the door to the panic room.



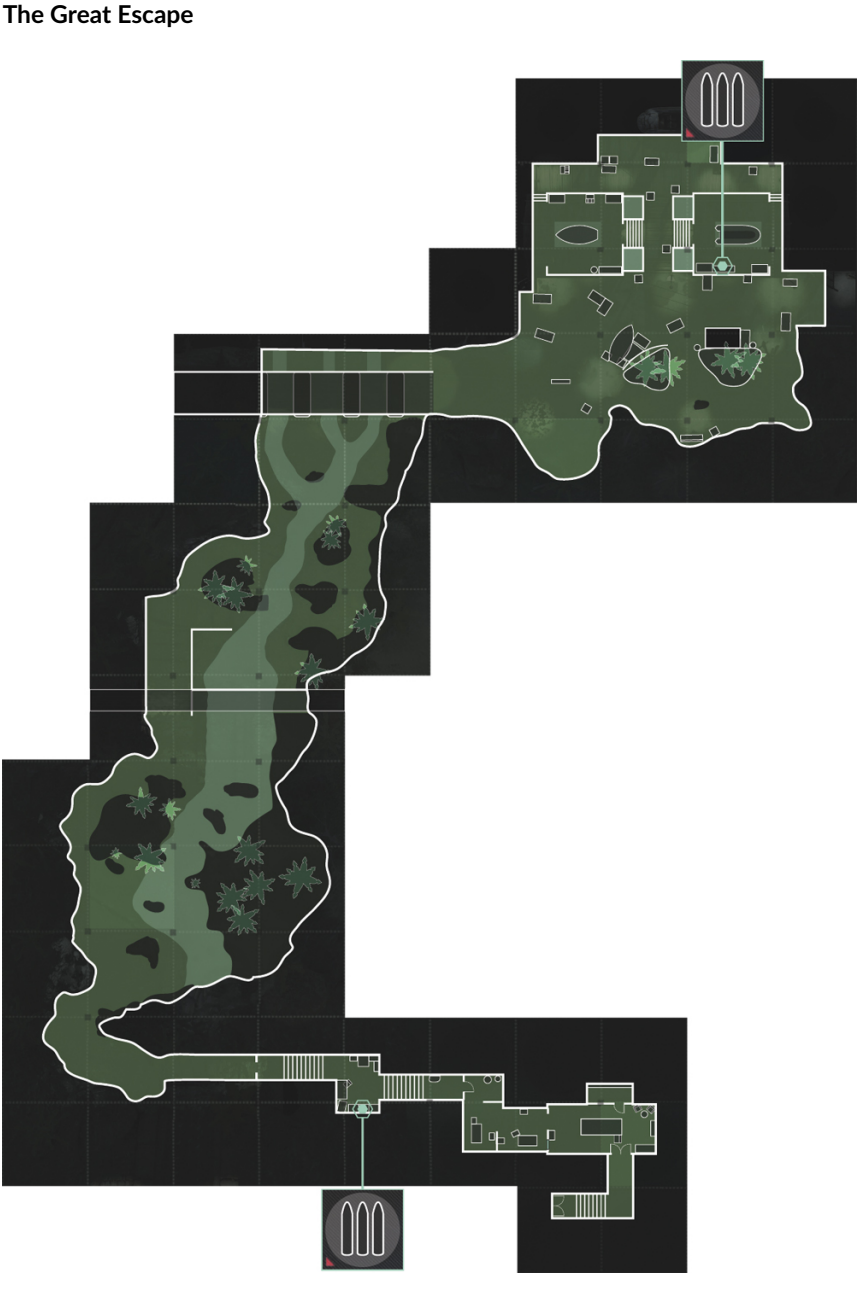
Nouri is resting comfortably without a care in the world; that is, until you come crashing through the ceiling above him. He's surprised to learn you're American and not Iranian, which raises immediate suspicion. Why would Iran want Nouri? Before you find an answer, Grim chimes in with news that a hit squad of elite Commandos has arrived at the estate, and it's a good bet that they haven't come for tea.

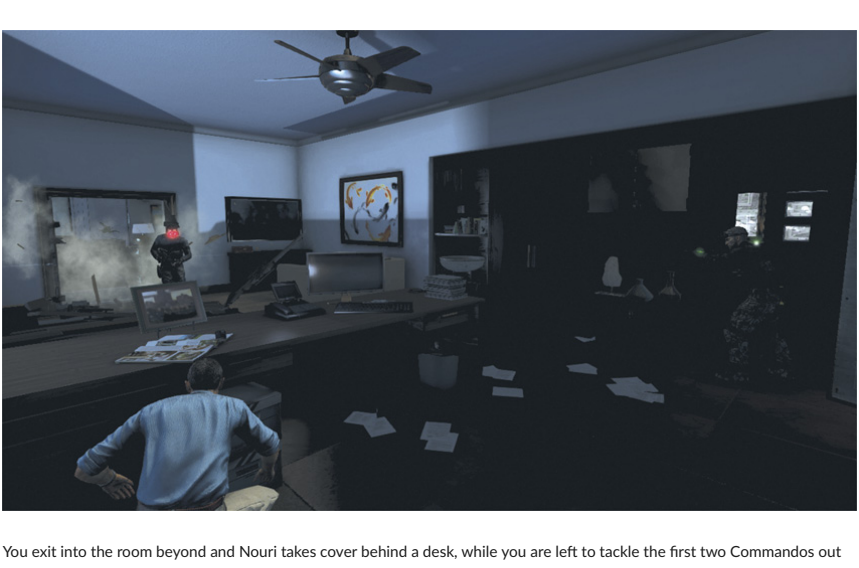
Nouri looks to strike a deal with you: Get him out of the estate safely and he will reward you quite handsomely. Immediately you make it quite clear that you're not after money, but information regarding Majid Sadiq. Nouri feigns ignorance, pretending he doesn't know Sadiq, and even if he did he wouldn't be able to tell you. Something about client confidentiality. You stall, making it quite clear silence is not an option. Realizing you mean business, Nouri capitulates and agrees to tell you what he knows about Sadiq if you get him out alive. Your only hope for escape is to follow Nouri to a hidden tunnel located beneath the mansion, which then leads to a private dock where a boat is waiting.

INTEL

The hit-squad Commandos are your most lethal foes thus far. They are exceptionally quick, deadly with a firearm, and the goggles they wear can see you in the dark and behind smoke.

The Great Escape





You exit into the room beyond and Nouri takes cover behind a desk, while you are left to tackle the first two Commandos out in the hallway. No need to worry about infrared lasers at this point; just concentrate on eliminating the hostiles. Your first two targets are located near the staircase directly in front of you. Take aim at the first Commando positioned near the railing, and then look to the right for the other. If you lose sight of him, consult your Radar or activate your sonar goggles.

Once they're eliminated, allow Nouri to run downstairs and take cover. Standing at the top of the staircase next to the bannister you see four more Commandos coming into the living room. Mark the three Commandos in front and below you, and then kill them using your Execute Ability. Target the fourth and final Commando to your left and eliminate him before he can get a bead on your position.

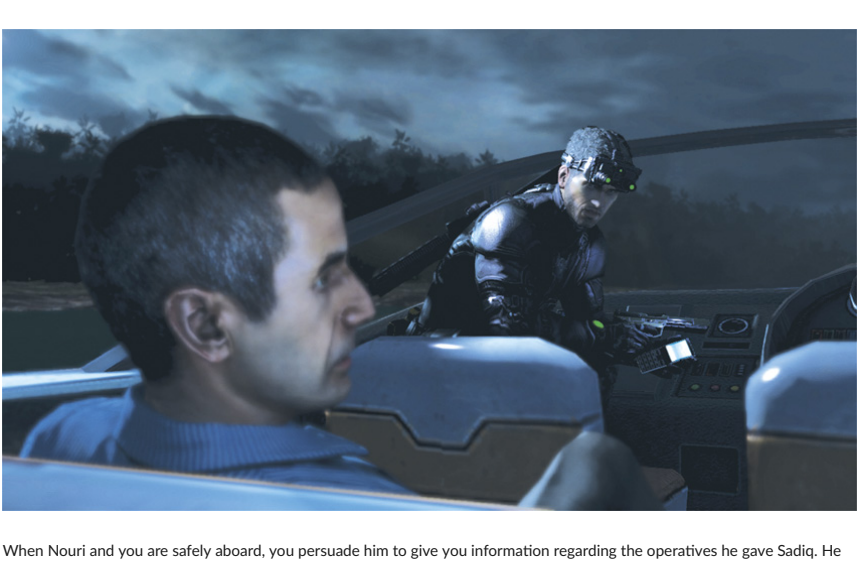
Following Nouri, you begin the descent to the tunnel underneath the estate. Grim relays that your only option for escape is to follow the riverbed to the dock, where a boat is waiting. Nouri starts telling you he's basically supplying Sadiq with soldiers in return for cash. What Sadiq does with those soldiers is his own business. As you both emerge outside, you grab Nouri to make sure he doesn't run for it and lead him forward. You're very close to the boat, and the only things standing between you and the docks are three hostiles, provided you avoid detection.Move to your left, navigating around the large rock formation and checking your Radar for Commandos. One appears to your right behind the rock. Bang. A few feet farther are two more Commandos. If you haven't been detected thus far, these are the last hostiles you will encounter before arriving at the boat.

INTEL

In addition to firearms, the Commandos will use other devices as well, including smoke grenades and frags.

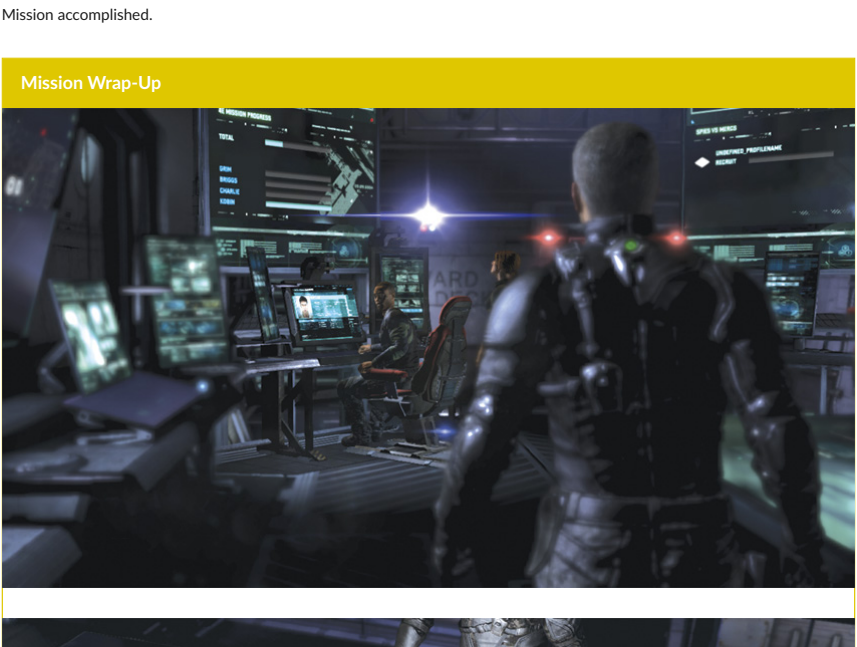
ALERT

While Nouri is under your shoulder, you will be unable to use your Execute Ability or gain access to ammo containers.



When Nouri and you are safely aboard, you persuade him to give you information regarding the operatives he gave Sadiq. He kindly obliges by handing you his cell phone; on it is a file with all their names and passport numbers. Before going anywhere you send the file to Grim so that she can verify the information. Once she confirms that the intel is good, you're on your way. Mission accomplished.

Mission Wrap-Up

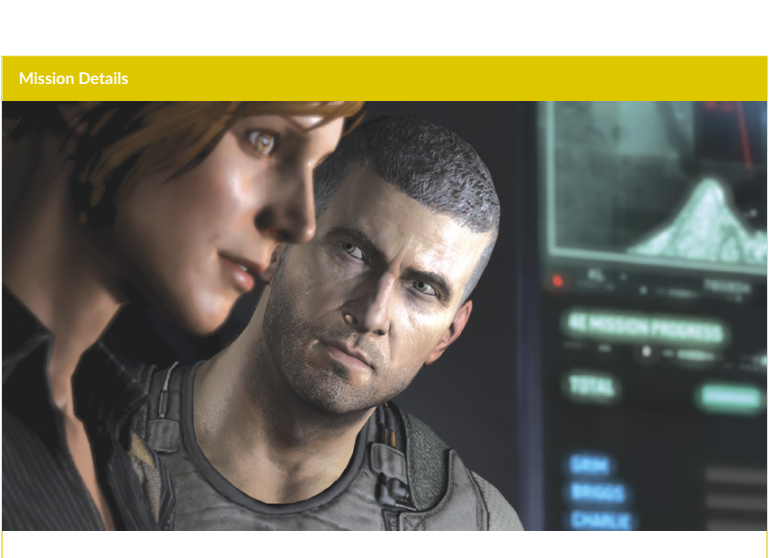


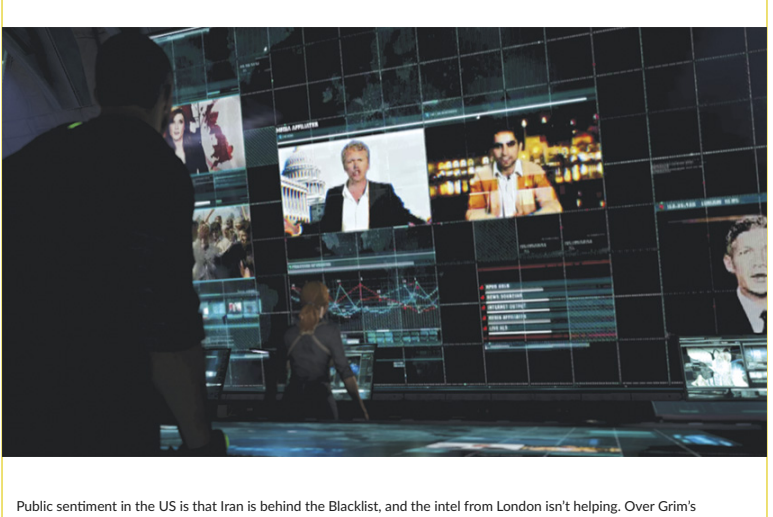
While Briggs runs a check on the passport numbers you grabbed from Nouri, Grim expresses that she doesn't think you made the correct play letting him go. Washington suspects Iran may have a hand in the Blacklist, and Nouri could be one of their operatives. Your feeling is he's more useful on the ground where he can run his mouth. You hope he'll slip up and give you some intel that you can use to uncover the Blacklist plot.

Campaign

Mission 6: Special Missions HQ Tehran, Iran

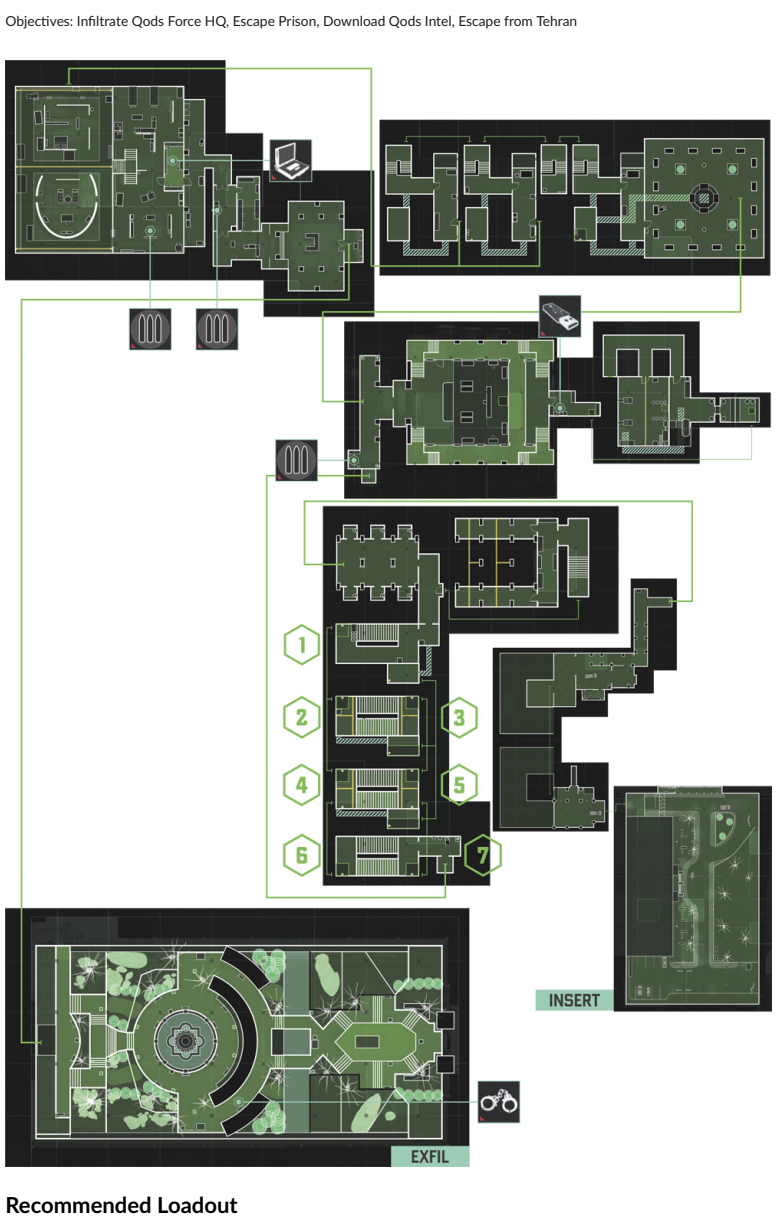
Mission Details





Public sentiment in the US is that Iran is behind the Blacklist, and the intel from London isn't helping. Over Grim's warnings this could be an inciting incident, the President orders you to go in to find out Iran's involvement, if any. If they are behind the Blacklist, it will mean war.

Objectives: Infiltrate Qods Force HQ, Escape Prison, Download Qods Intel, Escape from Tehran



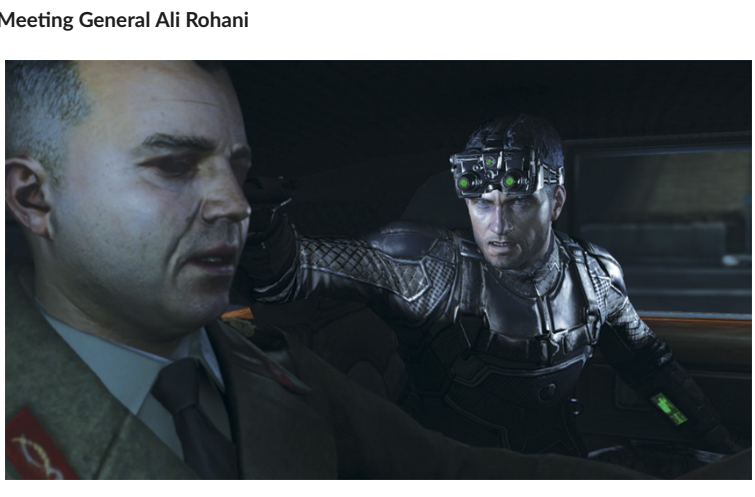
Recommended Loadout

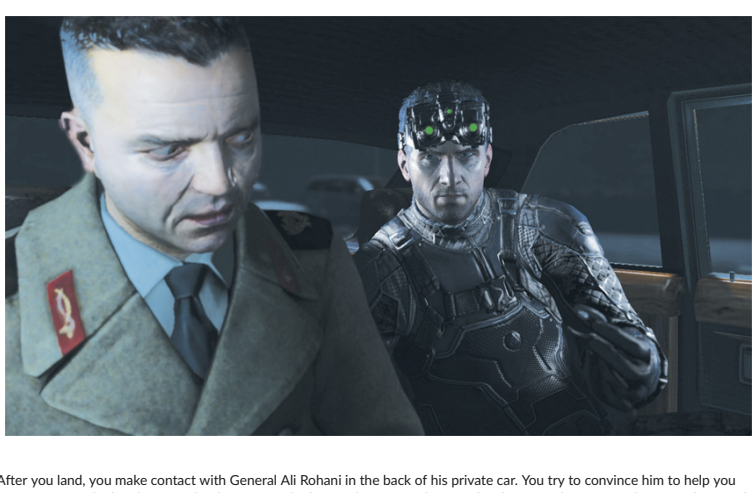
- Gadgets: Sticky Noisemaker, Tri-Rotor, Smoke Grenade, Flashbang
- Goggles: Sonar Pulse
- Ops Suit: Tactical Mesh (Torso), Covert (Gloves), Tactical Mesh (Pants), Nanopolymer Coating (Boots).
- Pistol: 5.7 USG with Armor Piercing Ammo and Holo Sight Optics
- Alternate Weapon: SR-25 Sniper Rifle with Extended Mag and Armor Piercing Ammo
- Special Weapon: Stun Gun

Note

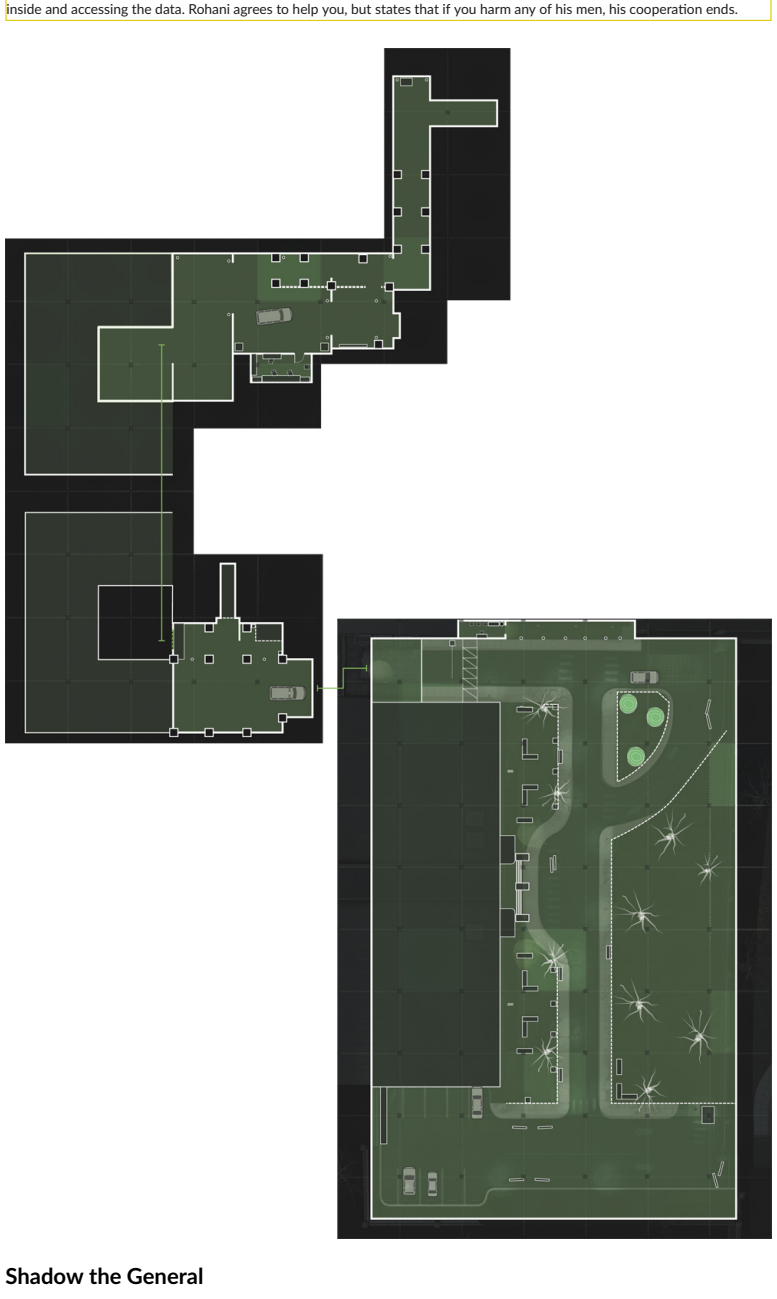
Although the Campaign portion of the guide is meant to exclusively cover the Panther Playstyle, there are sections of this mission requiring you to adhere to Ghost Playstyle and Assault Playstyle protocols to progress.

Meeting General Ali Rohani

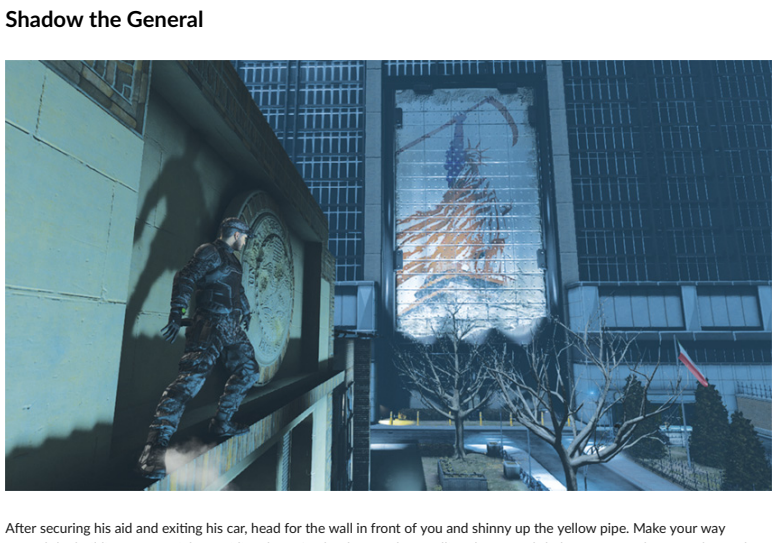




After you land, you make contact with General Ali Rohani in the back of his private car. You try to convince him to help you gain entry into the headquarters by threatening the lives of his wife and young daughter. He claims to not have anything to do with the Blacklist, but it will take more than his word to stop a war. You need proof, and the only way to get it is by getting inside and accessing the data. Rohani agrees to help you, but states that if you harm any of his men, his cooperation ends.



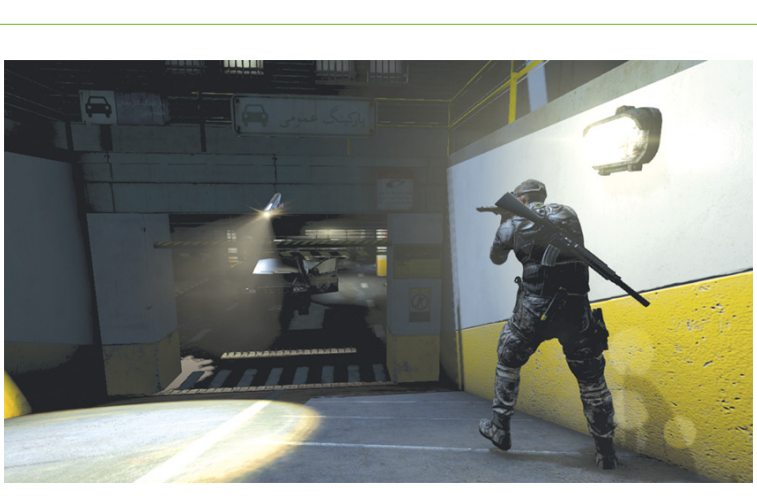
Shadow the General

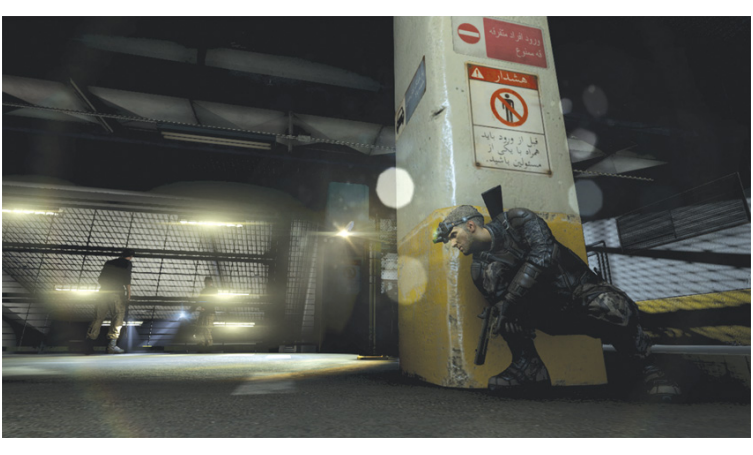


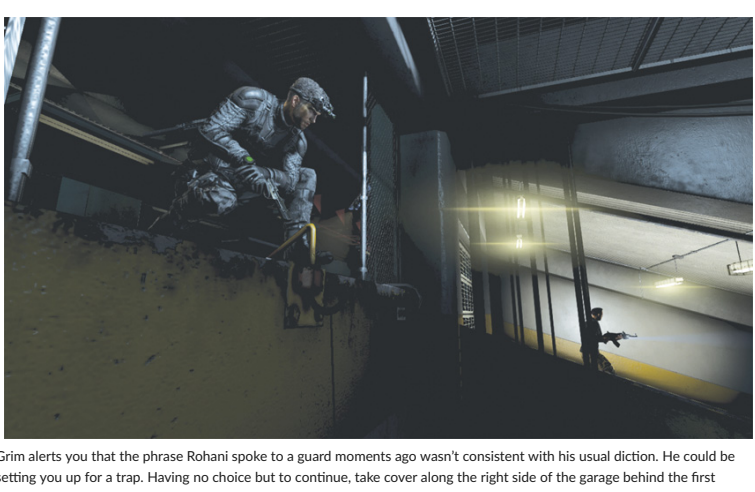
After securing his aid and exiting his car, head for the wall in front of you and shinny up the yellow pipe. Make your way around the building to your right, avoiding detection by the guards patrolling the grounds below. Drop to the ground near the first set of floodlights, walk around the narrow column blocking your path, and then climb back up the wall, using windowsills as handholds. Continue moving right, and just above the front door you find a Hidden Path. Drop to the ground again near the last pair of floodlights, walk around another narrow column blocking your path, and then climb back up the side of the building a third time. Follow the wall around the side of the building to your right, and then climb through the metal latticework to the building across from you, uncovering another Hidden Path in the process. Once on the other side, move to your left to the yellow pipe, slide down the ground, and enter the garage through the front gate.

INTEL

As you enter the Qods Force headquarters, you must avoid detection without using physical force of any kind. However, you can shoot out fluorescent lights and surveillance cameras.

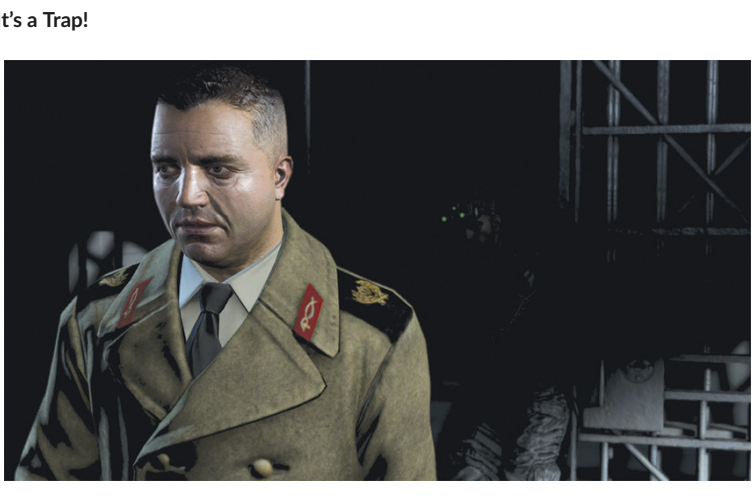






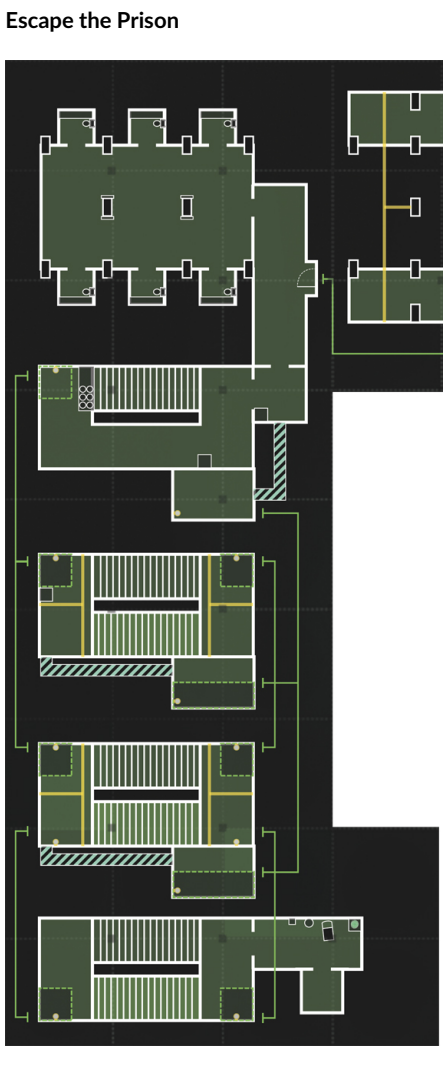
Grim alerts you that the phrase Rohani spoke to a guard moments ago wasn't consistent with his usual diction. He could be setting you up for a trap. Having no choice but to continue, take cover along the right side of the garage behind the first column to avoid detection by the lone guard. When he's not looking in your direction, shoot out the fluorescent light near him to create darkness. Next, shoot out the surveillance camera. After Rohani gives the all clear, make a beeline for the opening in the fence to the right of the camera. Repel down to the bottom floor, avoiding detection by the hostiles patrolling the garage, and wait for the General to signal it's clear to continue. Moving on, Rohani explains he's taking you through an area with heavy surveillance and you need to stay close to him to safely pass through the electronic checkpoints. Apparently you left him no other option but to go this way.

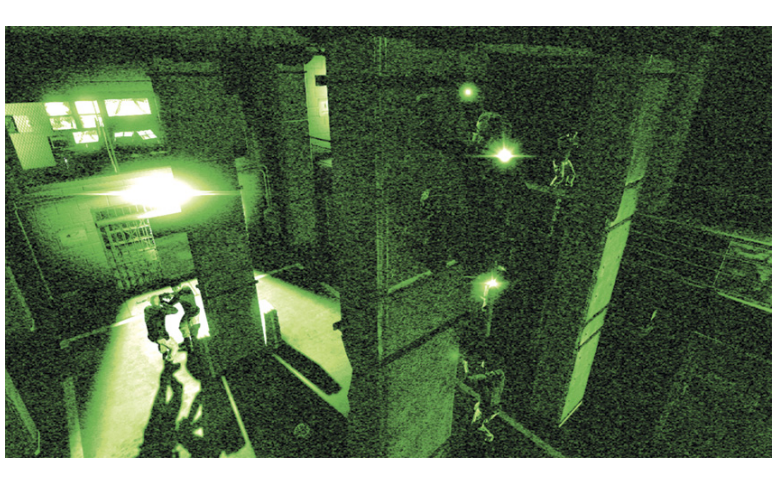
It's a Trap!

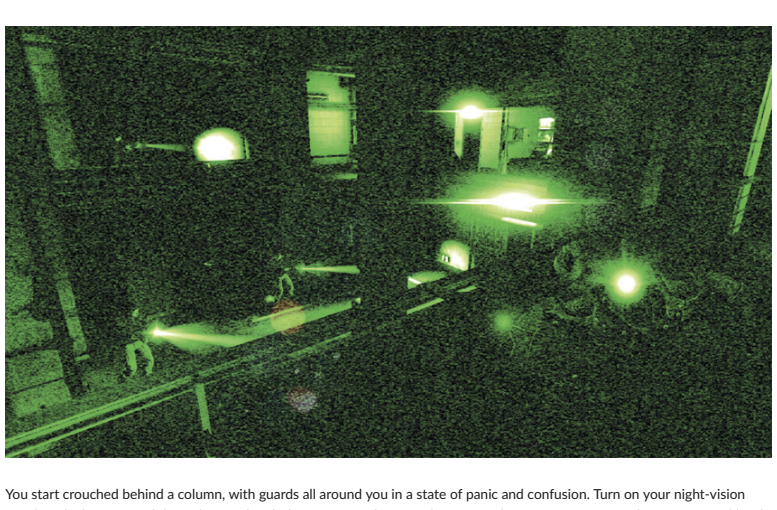


You and Rohani end up in the headquarters' prison sector, where he stops in the middle of the floor. The General never intended to help you, claiming he would rather see his family die than live as traitors. Grim was right to be suspicious earlier—you walked into a trap. Just then, seven armed guards step out of the shadows and surround you. Rohani steps forward, taking a firearm off one the men and pointing it at you. He doesn't care for your cavalier attitude, or the brazen way Americans go to other countries ready to kill innocent people. He also doesn't think you know how to stop the Blacklist, but he intends to show you how to deal with terrorists. Before Rohani can make another move, you signal Grim to take action; the whole room is cast into darkness, and then chaos ensues. Now that everyone knows you're here, blast your way out of the prison sector and locate the servers.

Escape the Prison







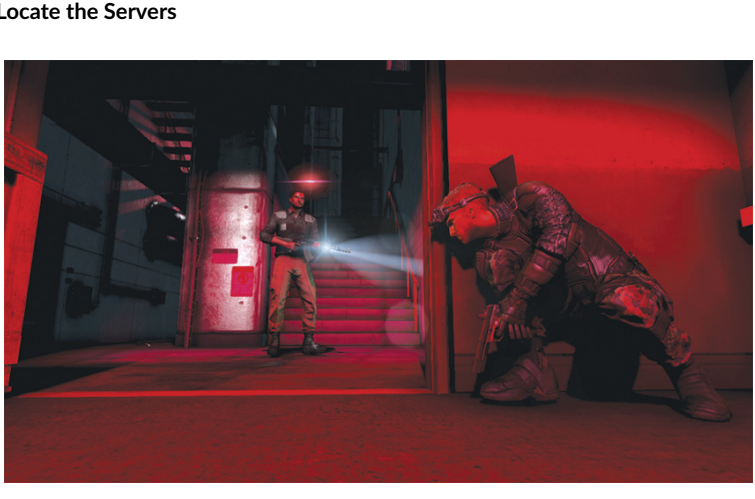
You start crouched behind a column, with guards all around you in a state of panic and confusion. Turn on your night-vision goggles, climb up toward the ceiling, and grab the pipe. From here you have a good view of your surroundings. At ground level is an open court with holding cells lining the sides, and on the second level there's a prison control room with walkways on either side overlooking the court below.

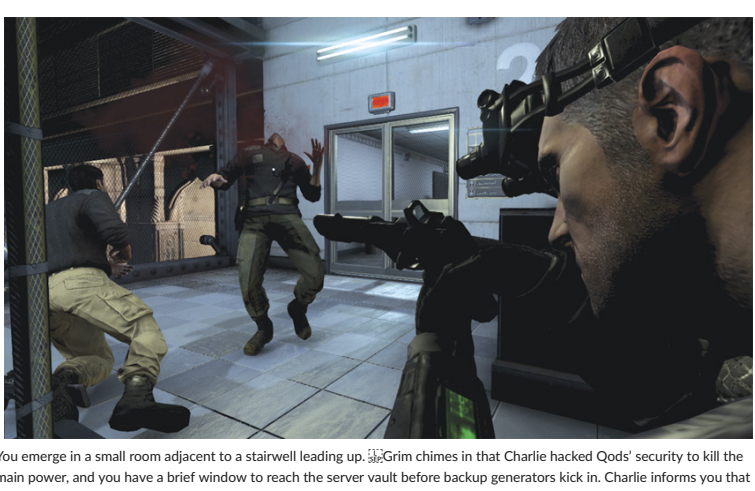
Immediately you see two hostiles on the second level, one searching each walkway. Move to your right to discover a Hidden Path, and then eliminate the first hostile. Drop down to the walkway below and crouch behind the covered railing. Carefully look across to the other walkway, and then target and eliminate the other hostile with a sniper rifle shot. Remain crouched on the second level and move along the walkway, marking three hostiles below. When the icons above their heads all turn red, use your Execute Ability to take them out. Consult your Radar to locate and eliminate the remaining two hostiles. Follow the waypoint marker to the exit and continue your search.

Tip

To get through areas where you need an RFID tag, pick up the body of a downed guard and walk toward the sensor. The tag on his uniform will trigger the sensor, enabling you to proceed.

Locate the Servers





You emerge in a small room adjacent to a stairwell leading up. Grim chimes in that Charlie hacked Qods' security to kill the main power, and you have a brief window to reach the server vault before backup generators kick in. Charlie informs you that there's an elevator close by, but it's sealed off. You need an RFID tag to get through.

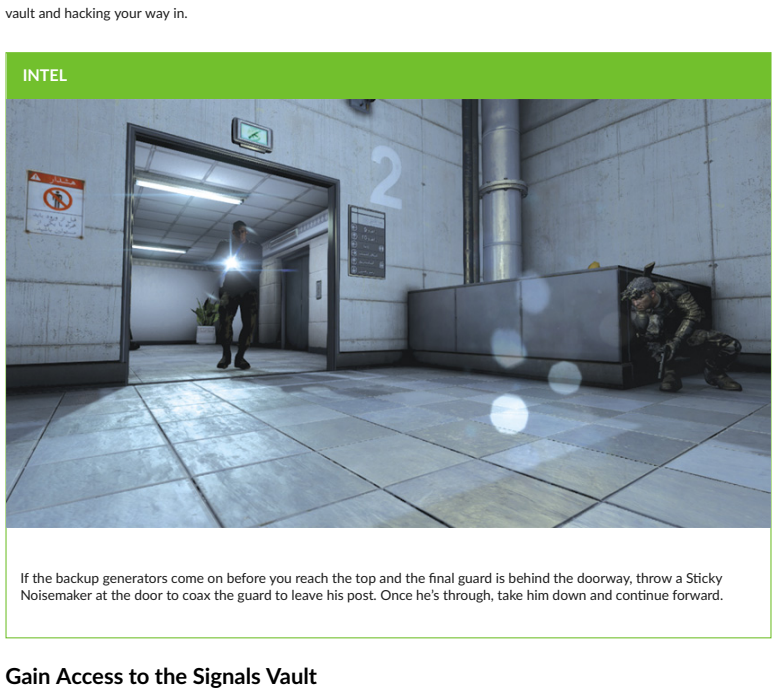
Enter the stairwell and begin your ascent.

Using your Radar, you spot two hostiles patrolling the area. The first guard is nearby. Approach the first landing and look for the beam of his flashlight to mark his location. Use the cover of darkness to your advantage and take him down with a hand-to-hand strike. Continuing ascending. The second hostile is in between the second and third landings. Take him down and move forward. 0

Two more guards appear on your Radar. When you reach the fifth landing, the backup power generators come online, flooding the stairwell with0 light. Both hostiles are talking to each other on the sixth landing, just outside the doorway you need to go through. While they're distracted, mark them both, get within range, and then use your Execute Ability. Go through the doorway and get in the elevator.0

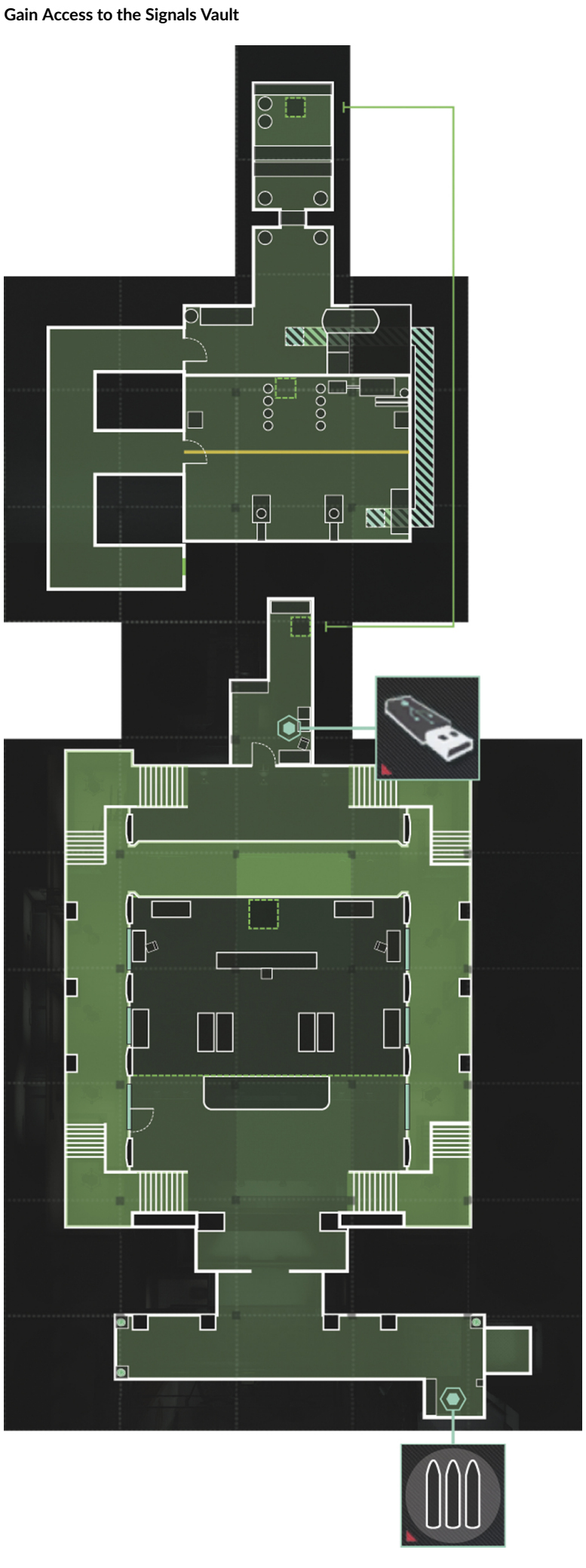
Requesting a situational report on your trip to the Signals Vault, Grim says that she's been monitoring the Qods Force communication, and they're calling in a quick-reaction force to sweep the building floor by floor to find you. Charlie then gives you two options for entering the vault: going through the cooling vent underneath the vault, or going through the rear of the vault and hacking your way in.

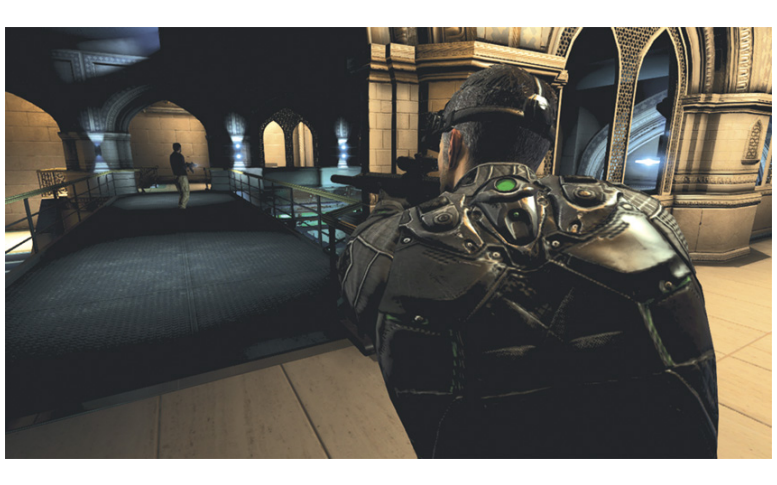
INTEL

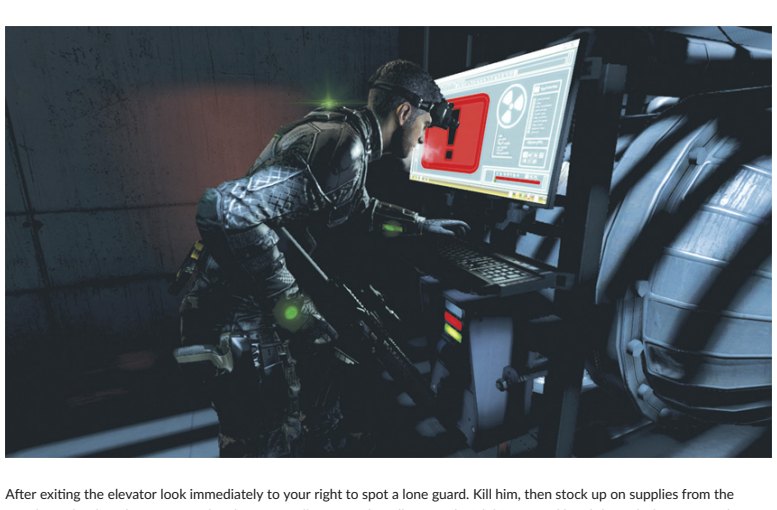


If the backup generators come on before you reach the top and the final guard is behind the doorway, throw a Sticky Noisemaker at the door to coax the guard to leave his post. Once he's through, take him down and continue forward.

Gain Access to the Signals Vault



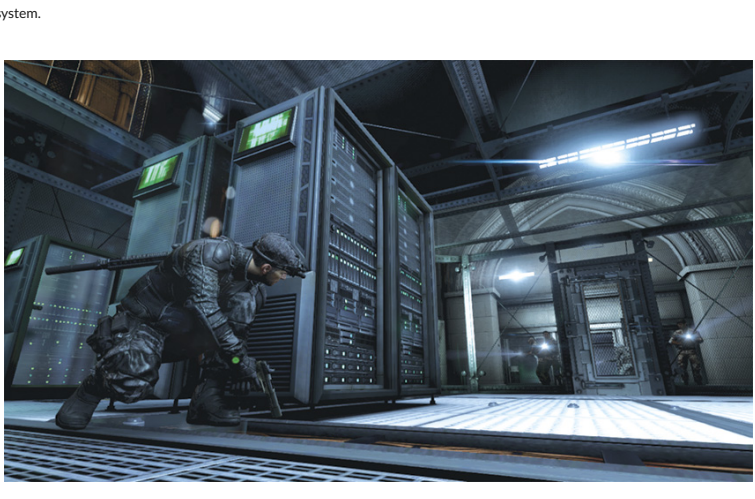


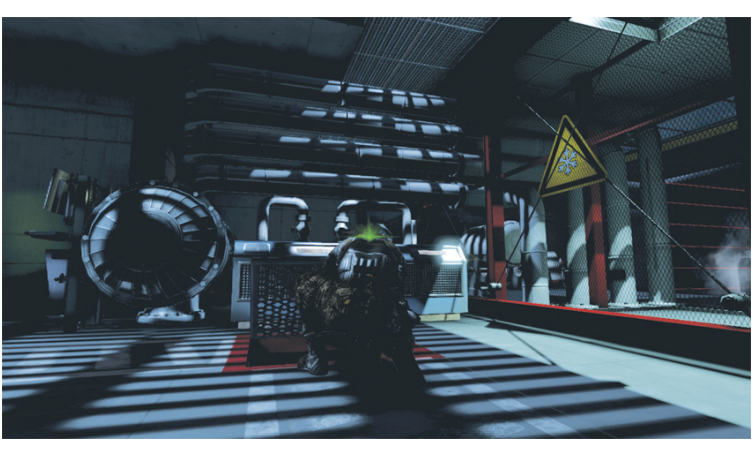


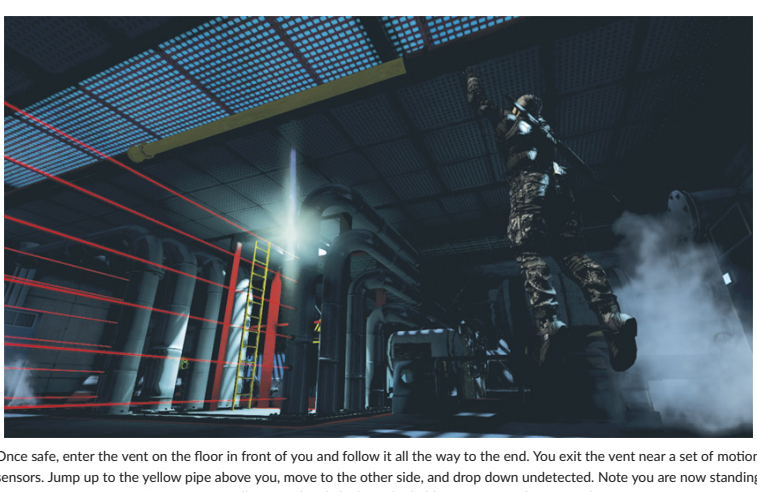
After exiting the elevator look immediately to your right to spot a lone guard. Kill him, then stock up on supplies from the Supply Cache directly in front of the elevator. Walk over to the fallen guard; pick him up and head through the security door. Go immediately to your left and hide the body in the darkened corner, behind the stone archway. In front of you is the highly fortified Signals Vault, where your prize awaits. Getting in won't be easy.

Given the two options Charlie mentioned for infiltration, going through the cooling system underneath the vault is preferred. To get a sense of your surroundings, deploy the Tri-Rotor. From the starting position, gain altitude, go to the left, and scan the left corridor. At the back of the room behind the vault are two guards: one patrolling above the vault and one manning a control center outside the vault underneath him. In the back of this room is the entrance to the cooling system. Fly around the room to see that there are no other hostiles, except for the two inside the vault. Recall the Tri-Rotor and head toward the control center.

Leaving your hiding place, use the same route as the Tri-Rotor, eliminating the two hostiles along the way. Enter the control center, grab the Dead Drop, and walk to the back of the room. On the ground in the corner is an opening leading down underneath the Signals Vault. Take the ladder to the bottom, and then go to your left and use the computer to vent the cooling system.

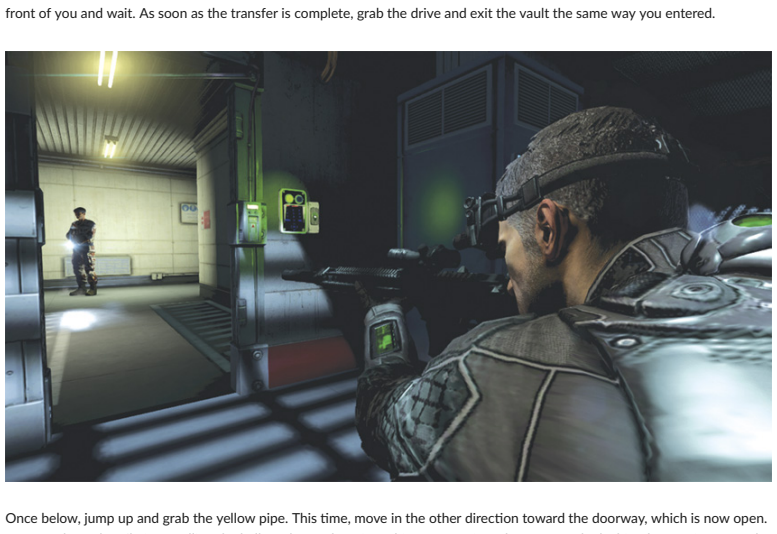






Once safe, enter the vent on the floor in front of you and follow it all the way to the end. You exit the vent near a set of motion sensors. Jump up to the yellow pipe above you, move to the other side, and drop down undetected. Note you are now standing between two sets of motion sensors. Walk forward and climb up the ladder, pausing at the top. Right in front of you are two hostiles. Mark them and use your Execute Ability to take them out. Pick up one of the bodies to move safely through another set of motion-sensors, and then insert Charlie's special flash drive into the computer and begin the download.

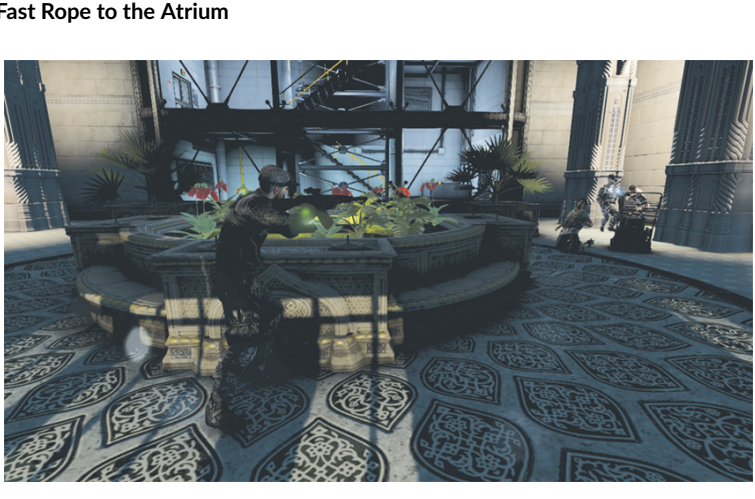
Within moments, a group of six hostiles enters the area—four come through the front doors and two more from behind you near the control center. They fan out to search the entire area, looking for intruders. Take cover using the server cabinet in front of you and wait. As soon as the transfer is complete, grab the drive and exit the vault the same way you entered.

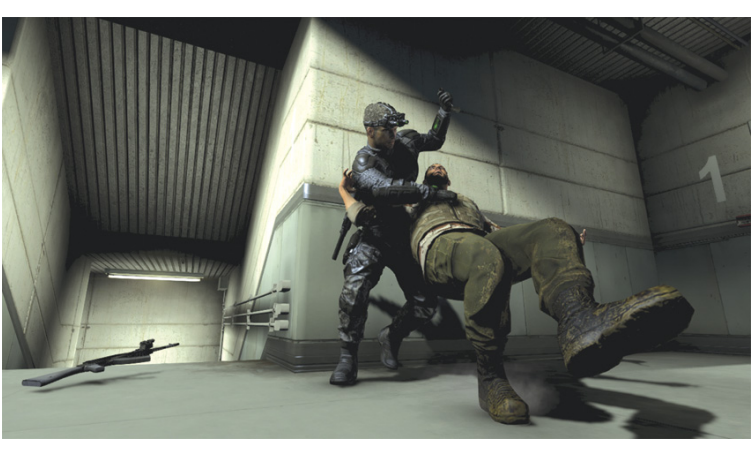


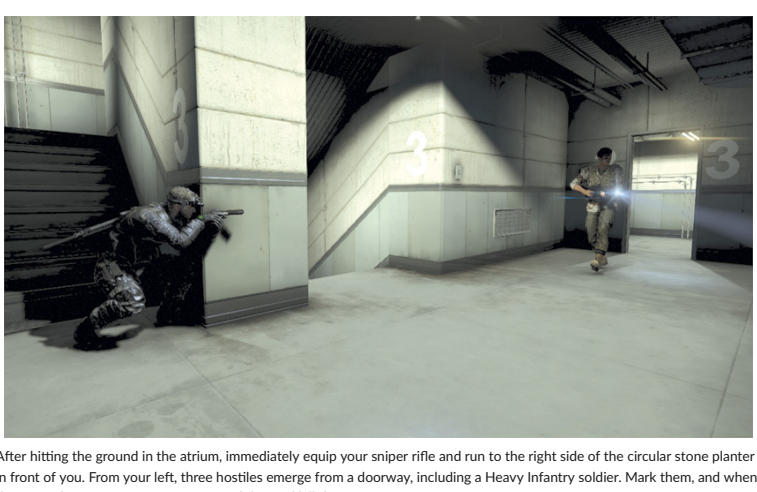
Once below, jump up and grab the yellow pipe. This time, move in the other direction toward the doorway, which is now open. Be careful, as a hostile is patrolling the hallway beyond. Wait for him to come into the room, and take him down using a Death From Above attack. Move forward and peek around the corner. Proceed up the stairs and take cover alongside the wall. Shoot out the fluorescent light above you and the one above the door in front of you. Check your Radar; three hostiles are in the vicinity, including a Heavy Infantry solider. Wait for each to pass in front of the door, and take them down one by one. There are still two more hostiles alive in the back near the control room.

Go through the door and to your right, then head up the stairs into the hallway above. Consult your Radar as you go to find the remaining guards and eliminate them. Once that's done, exit through the front door and head toward the large, plate-glass window and fast rope to the atrium below.

Fast Rope to the Atrium



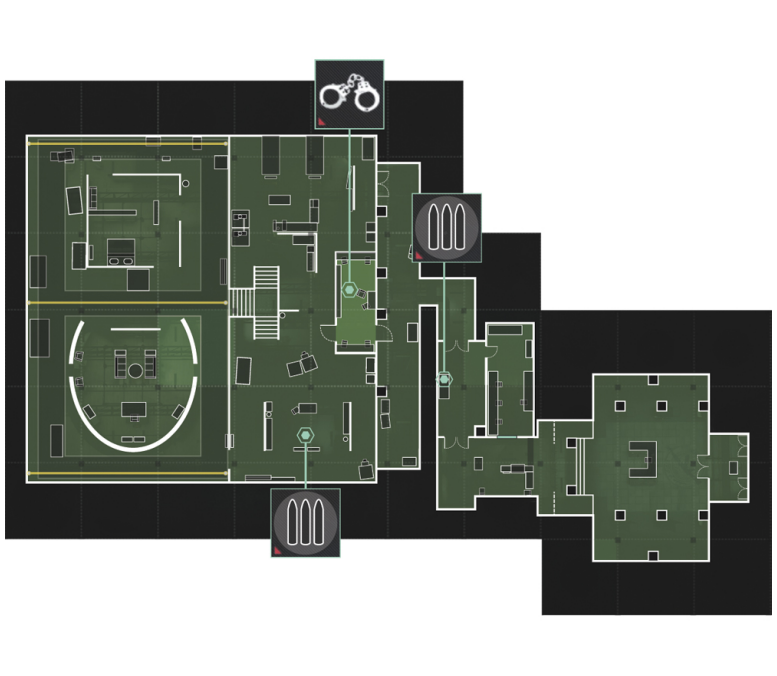


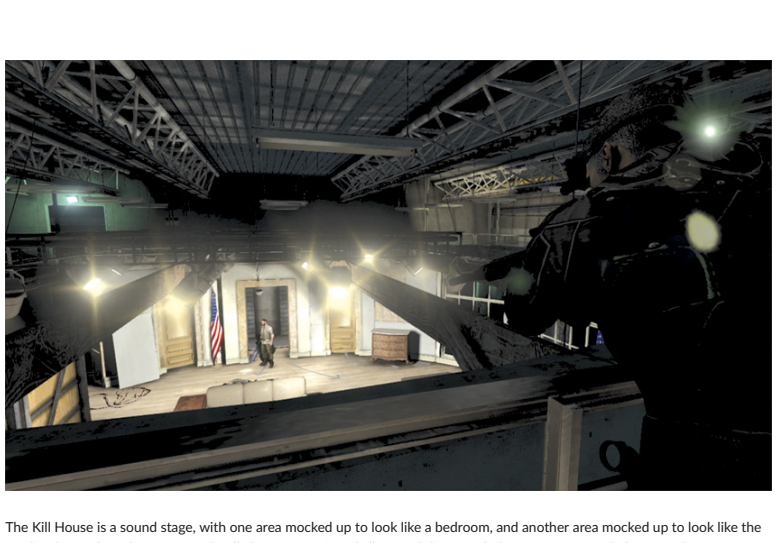


After hitting the ground in the atrium, immediately equip your sniper rifle and run to the right side of the circular stone planter in front of you. From your left, three hostiles emerge from a doorway, including a Heavy Infantry soldier. Mark them, and when the are within range, use your Execute Ability and kill them.

Check your Radar to see two more hostiles in the general vicinity. Hunt them down and eliminate them. Next, head downstairs via the winding staircase. Check your Radar again to locate any remaining hostiles and dispatch them. Now proceed to Level 3 and follow the waypoint marker to the Kill House.

Kill House





The Kill House is a sound stage, with one area mocked up to look like a bedroom, and another area mocked up to look like the Oval Office in the White House. Floodlights are positioned all around the room below you, creating darkness in the gantry above. You start on the gantry in a corner overlooking the bedroom.

Make sure your sniper rifle is equipped, then move to your left and turn the corner. About 50 feet away you see one hostile emerge from a doorway on your left. He comes to a stop next to another hostile, a Heavy Infantry solider, and begins speaking with him and another guard patrolling the area below them in the fake Oval Office. Your Radar indicates that there are two other hostiles, both of whom are out of view, patrolling the floor below.

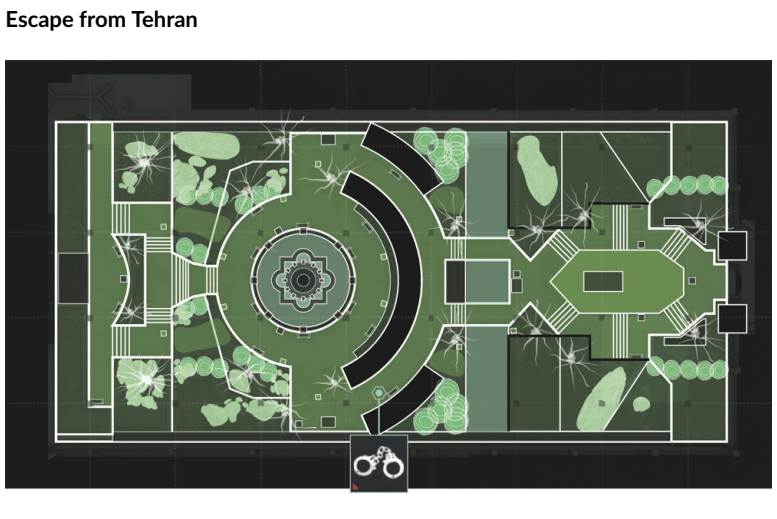
Mark the three visible hostiles, move within range, and then use your Execute Ability to take them down. Your actions alert the men below, who then call for backup. Three more hostiles appear on your Radar, meaning you have five to deal with. Fortunately they don't know where the shots came from, so you can continue to use the darkened balcony space to your advantage.

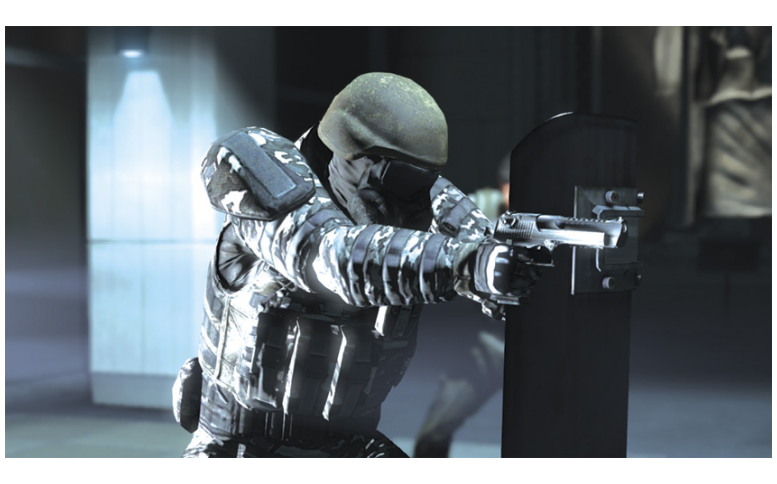
Shoot out the fluorescent light above the doorway to your left, pausing to see if any other hostiles are coming, and then move to the far end of the gantry. As you look down below, you see two hostiles searching the fake Oval Office. Eliminate them, and then drop to ground level. Move to the far back wall, opposite your starting position, and look for another doorway (it also will be lit from above by a fluorescent light). Check your Radar. Three hostiles remain, and all are located beyond the door.

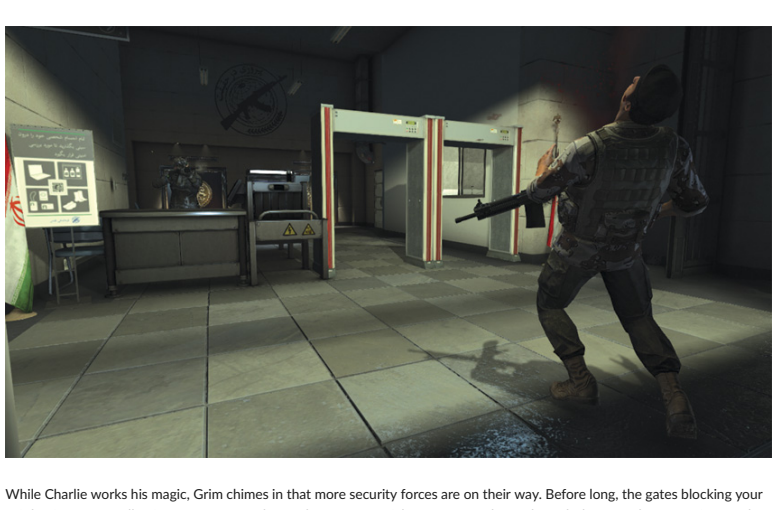
Crouch and move quickly toward the door, shooting out the light in the process. Pass through to the other side of the door. Two hostiles should be in range right near you. Eliminate them and head toward the Supply Cache to refill your supplies. Beyond the case at the end of the room is the final hostile. Dispose of him from long range and enter the office on your right to hack the Blacklist Laptop. Leave the office through the second door in back and turn to your left to see a lit security doorway.

Within a few seconds, another hostile will walk through the door. Take him out, and then pick him up to enable you to access the hallway beyond. Go through the metal doors and into the security control room to the left. Once inside, access the terminal so that Charlie can override the doors.

Escape from Tehran





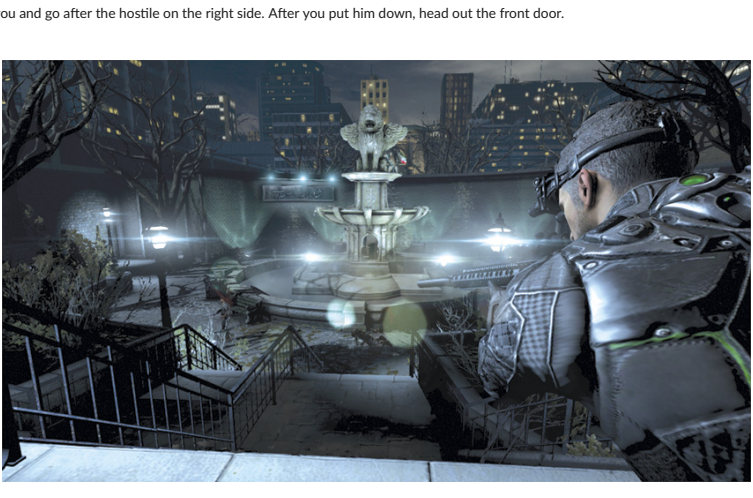


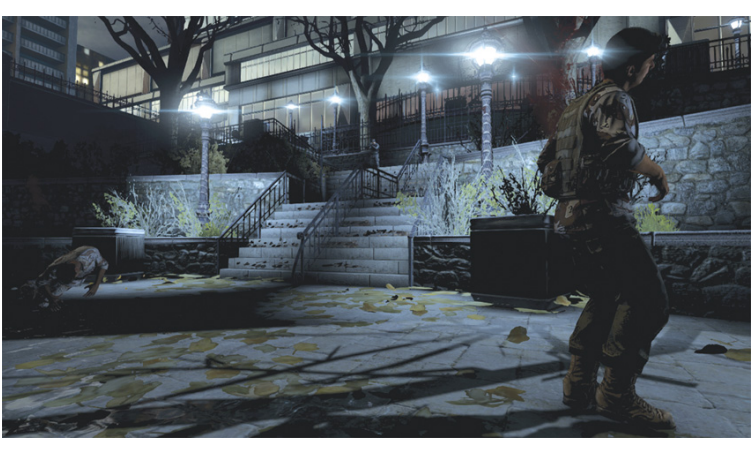
While Charlie works his magic, Grim chimes in that more security forces are on their way. Before long, the gates blocking your exit begin to open, allowing you to proceed. Just then, four special forces troops burst through the front doors, tossing Smoke Grenades into the room. Among them is a new enemy, a shield-bearing Heavy Infantry soldier.

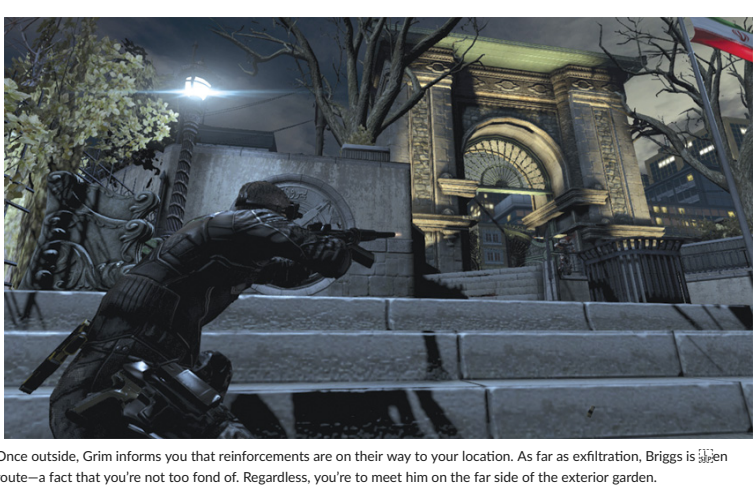
Caution

The only way to eliminate the shield-bearing Heavy Infantry soldier is to kill him with a headshot or a lethal hand-to-hand takedown from behind. You can't shoot through his shield, so don't even try.

Jump back over the table behind you, next to the security gate, and take cover. Mark the two hostiles to your left, making sure your sniper rifle is equipped. Kill them when they are in range, and then take cover near the column in front of the table. Target the Heavy, wait until you get a clear head shot, and then take him down. Once he's eliminated, jump over the railing in front of you and go after the hostile on the right side. After you put him down, head out the front door.





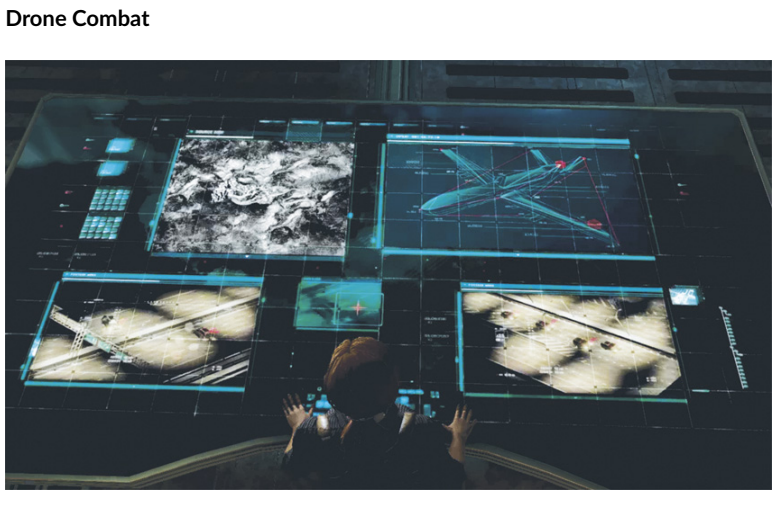


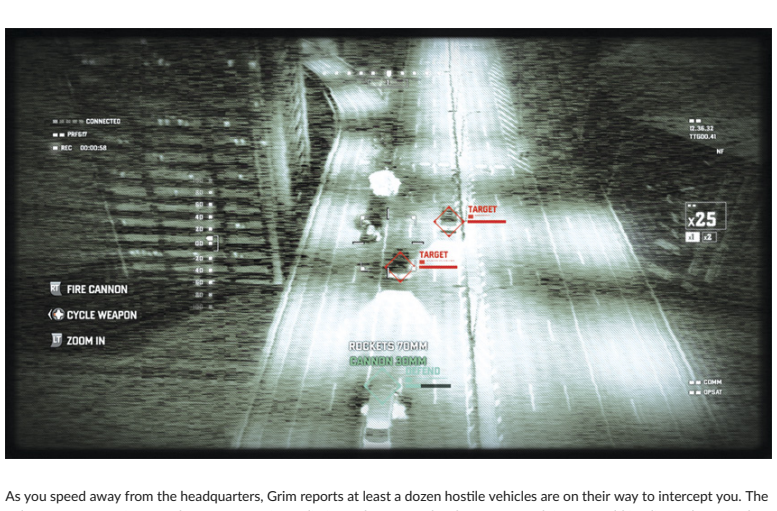
Once outside, Grim informs you that reinforcements are on their way to your location. As far as exfiltration, Briggs is en route—a fact that you're not too fond of. Regardless, you're to meet him on the far side of the exterior garden.

Head to your right and down toward the large fountain. Mark the three hostiles standing next to it and use your Execute Ability. If your gauge isn't full, two quick headshots will do the trick. Continue moving around to the right of the fountain toward the wall in front of you. As you near the wall, a flashlight beam appears from around the corner. Hide behind the tree and wait. Within seconds a High Value Target appears. Tag him and bag him, and then continue on around the wall.

Moving forward, Grim informs you that there are hostiles between you and the escape van, and some are wearing heavy combat armor. To your right you see two short sets of stairs leading up: the first is close to you and the second is about ten yards past the first. Go to the second set of stairs, crouch, and head up. At the top you see two hostiles, including a Heavy Infantry soldier with a shield. Target the Heavy and take him down with a head shot. Next, kill the other enemy, who's across from you on the other walkway. Continue up the staircase in front of you. Check your Radar to see two final hostiles, including a dog. Mark them, and then use your Execute Ability to kill them. Now, head to the van where Briggs awaits.

Drone Combat

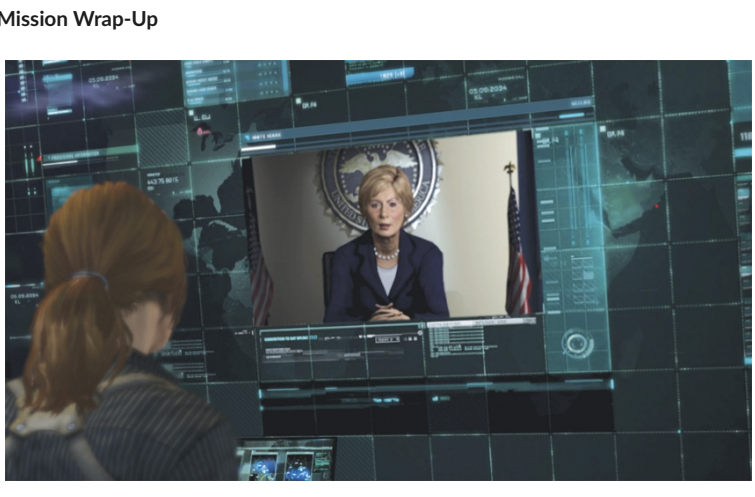




As you speed away from the headquarters, Grim reports at least a dozen hostile vehicles are on their way to intercept you. The only way to escape is to send a UAV Drone in to eliminate them from the sky. However, doing so could implicate the United States in the operation. Unfortunately, there's no other choice if you want to survive the mission.

Viewing the getaway van from the Drone's cam, target the hostile vehicles one at a time and eliminate them. Once they are all destroyed, you and Briggs will be out of danger, and back aboard the Paladin to continue the hunt for Sadiq and to stop the Blacklist.

Mission Wrap-Up

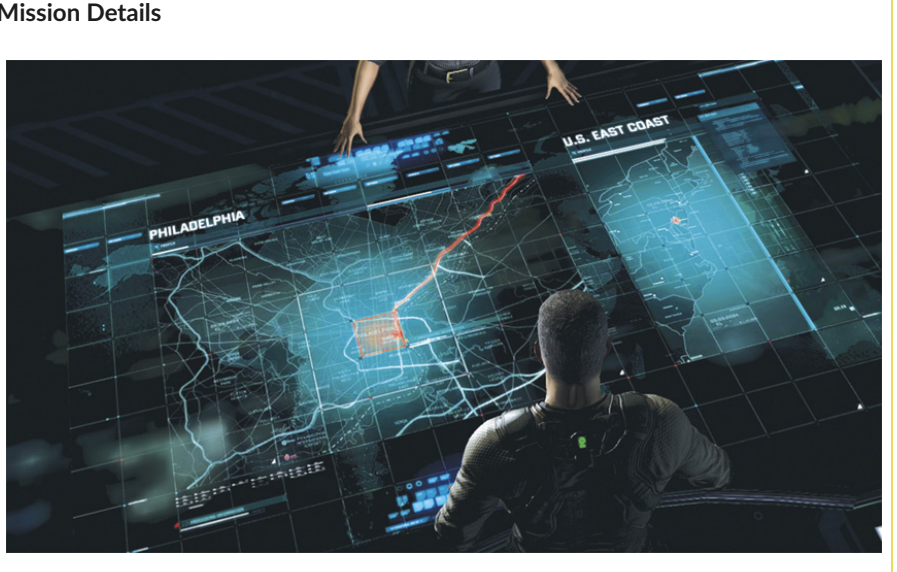


President Caldwell helps cover up the operation in Iran, but she isn't pleased that Grim acted without consulting her first. You successfully absolved Iran of any involvement with the Blacklist, but at great risk to the team's integrity. Without a moment to rest, you find out the tracker you placed in the shipment in London has almost reached the United States.

Campaign

Mission 7: Transit Yards Philadelphia, USA

Mission Details

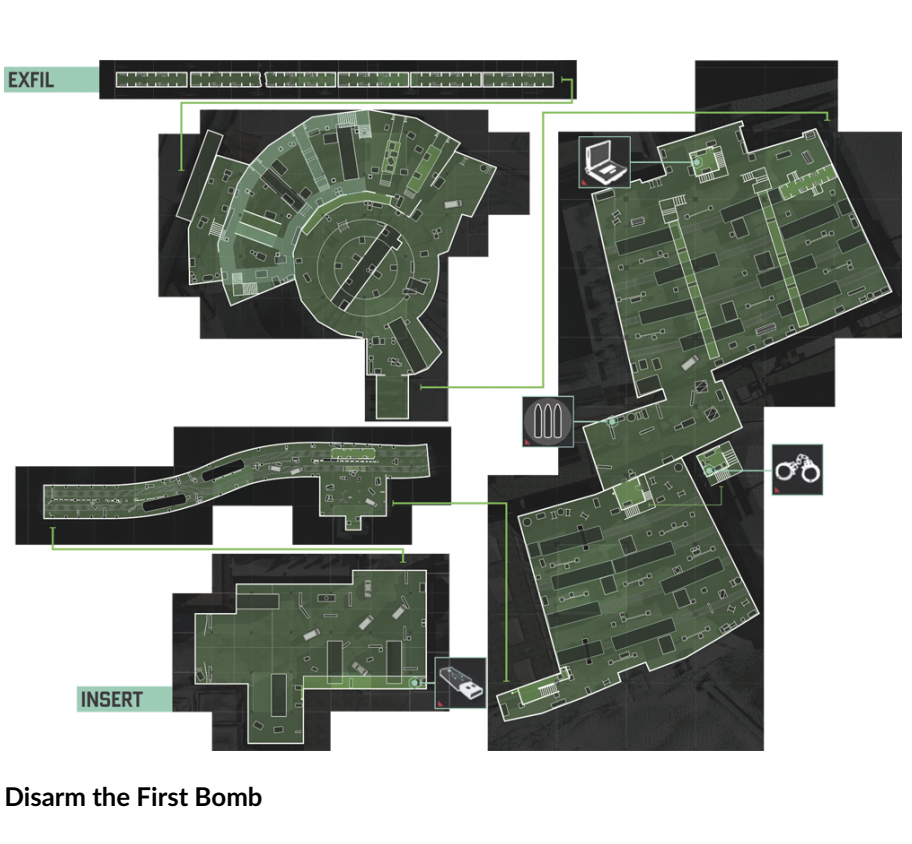


Zero hour for Blacklist: American Freedom is fast approaching. The mission to Iran only proved they had nothing to do with the previous attacks, while you barely avoided causing an international incident that could have lead to war. You have tracked the container from London, and it's in a van headed to the city train yards in Philadelphia. Security cam feeds show that the Engineer's other vehicles are already there. You're headed to the "City of Brotherly Love" to disarm four bombs and capture the point person of the operation. If successful, you will avert a devastating attack and be that much closer to uncovering the plans for the Blacklist.

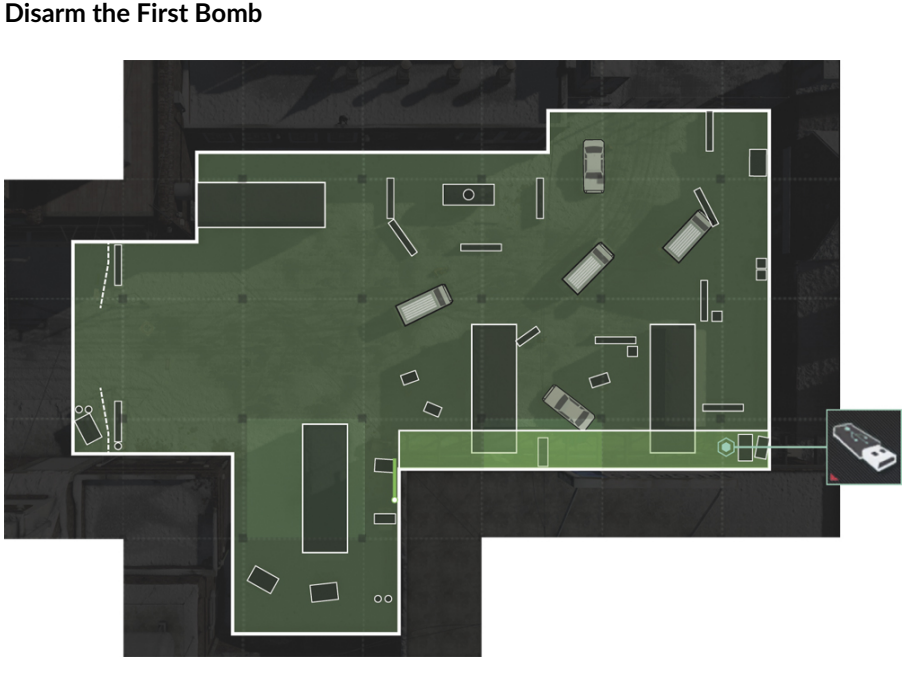
Objectives: Disarm Four Bombs, Capture the Engineer

Recommended Loadout

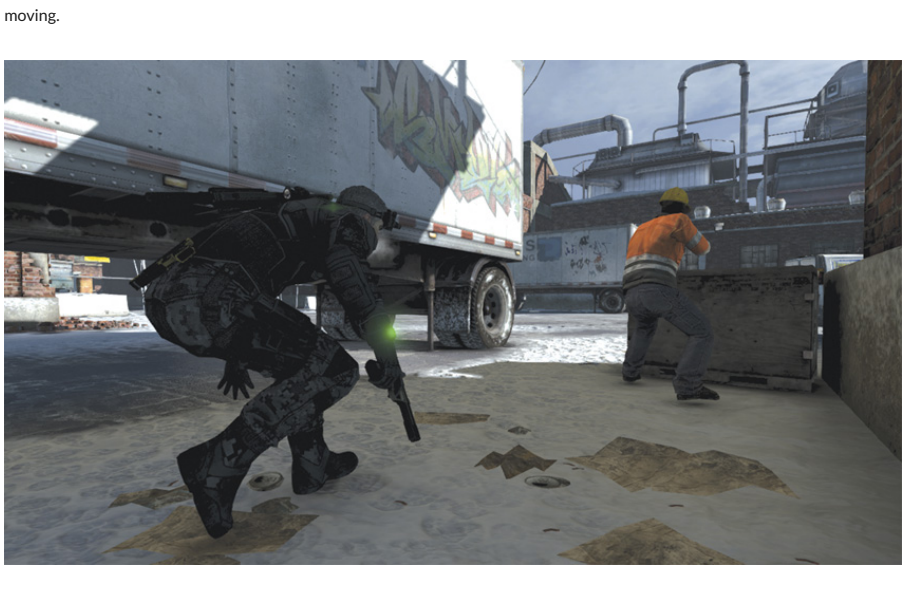
- Gadgets: Smoke Grenade, Flashbang
- Goggles: Sonar Pulse
- Ops Suit: Tactical Mesh (Torso), Covert (Gloves), Tactical Mesh (Pants), Nanopolymer Coating (Boots)
- Pistol: 5.7 USG with Armor Piercing Ammo and Holo Sight Optics
- Alternate Weapon: SR-25 Sniper Rifle with Extended Mag and Armor Piercing Ammo
- Special Weapon: Stun Gun

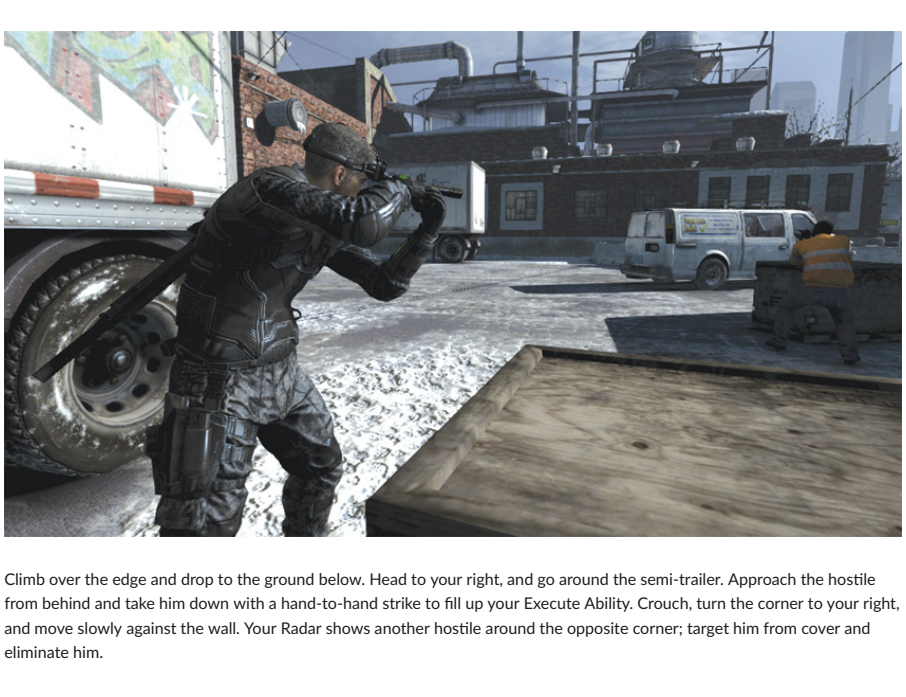


Disarm the First Bomb



There's no time to waste after hitting the ground in Philadelphia. As soon as the driver of the lead van is killed, mass chaos ensues. Hostiles are everywhere, and Briggs is actively engaging them, drawing their fire away from you. It's time to get moving.

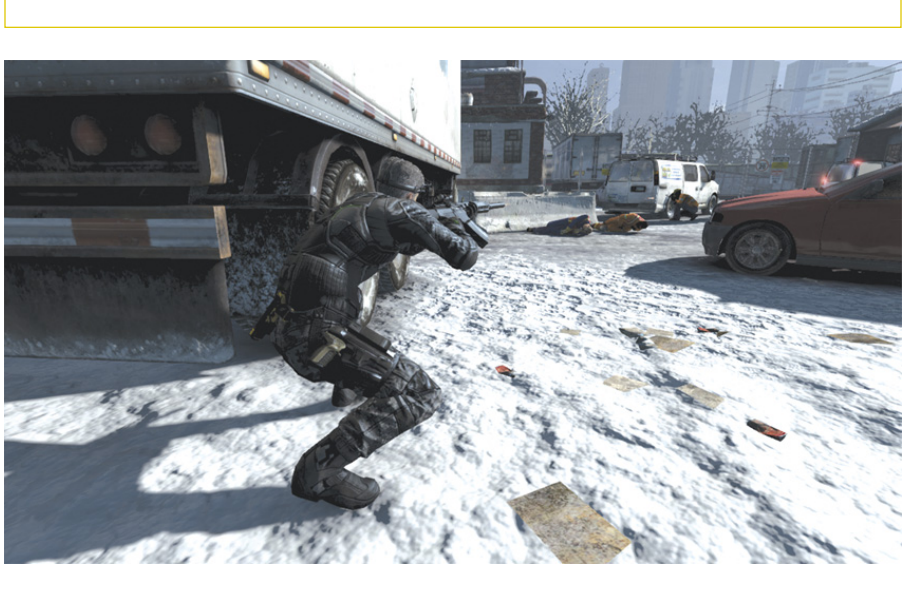


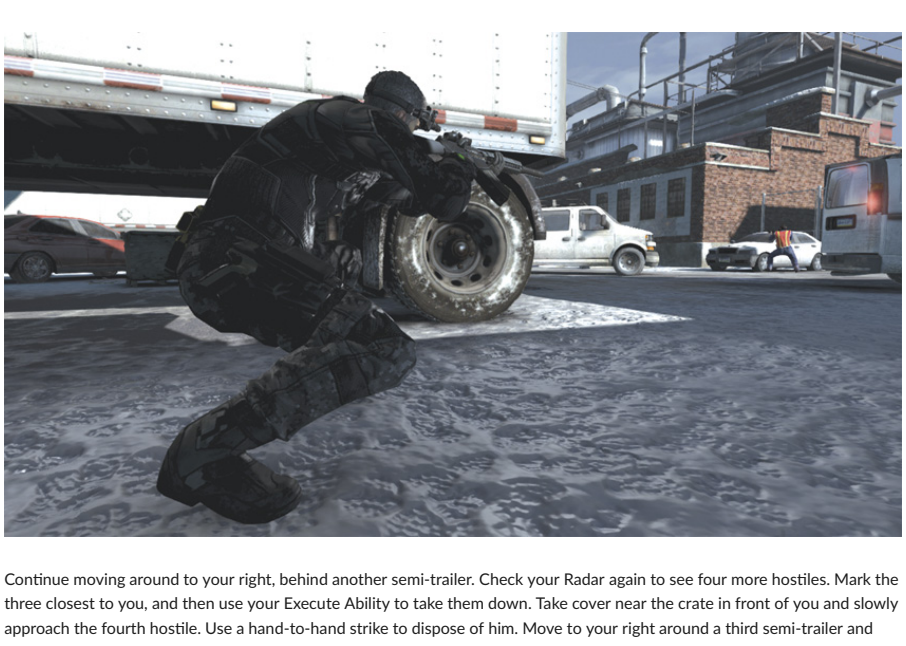


Climb over the edge and drop to the ground below. Head to your right, and go around the semi-trailer. Approach the hostile from behind and take him down with a hand-to-hand strike to fill up your Execute Ability. Crouch, turn the corner to your right, and move slowly against the wall. Your Radar shows another hostile around the opposite corner; target him from cover and eliminate him.

Note

Briggs is able to eliminate a fair amount of hostiles on his own, so it's possible for him to kill most of them as you both work to clear the area. Some enemies called out in this portion of the walkthrough may already be dead.





Continue moving around to your right, behind another semi-trailer. Check your Radar again to see four more hostiles. Mark the three closest to you, and then use your Execute Ability to take them down. Take cover near the crate in front of you and slowly approach the fourth hostile. Use a hand-to-hand strike to dispose of him. Move to your right around a third semi-trailer and approach the van with the bomb. Check to make sure there are no hostiles remaining, and shoot them if there are any. Once Briggs gives the signal that no more enemies remain, you're clear to disarm the device. However, before doing this, return to where you killed the first hostile, to the right of the first semi-trailer, and climb up the yellow pipe to the gantry above. Go to the end of the walkway and grab the Dead Drop. Now disarm the bomb!

INTEL

You can't disarm the bomb until all the hostiles are eliminated.

Too Many Bombs, Not Enough Time

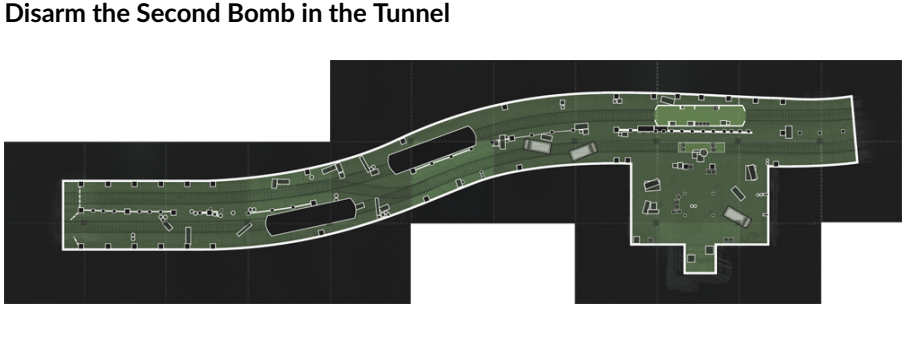
After disarming the first bomb, Grim reports that they have the positions of the three other devices: one in the tunnel near you, one in the maintenance yard, and a third in the roundhouse. Realizing there isn't enough time to proceed together, you and Briggs have to split up if you hope to disarm them all. Once Charlie sends the locations to your Opsat, you're good to go. Additionally, Grim sends a best-guess location to your Opsat for the leader that's running point for the operation. Grabbing him is key to the success of the mission.

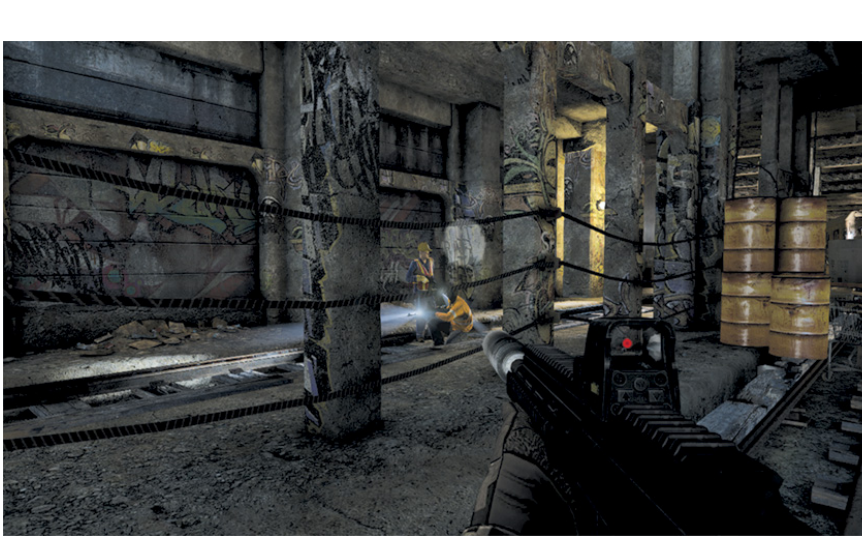
Note

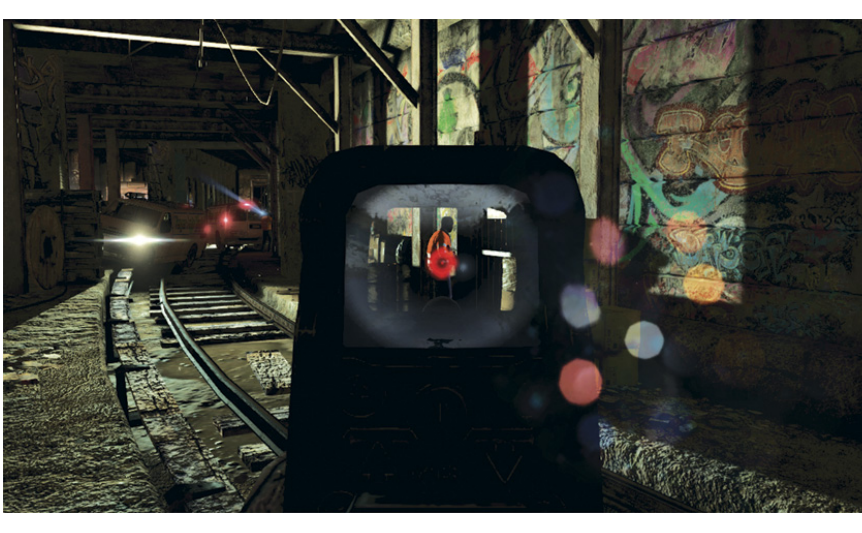
When playing as Briggs, you should know the following:

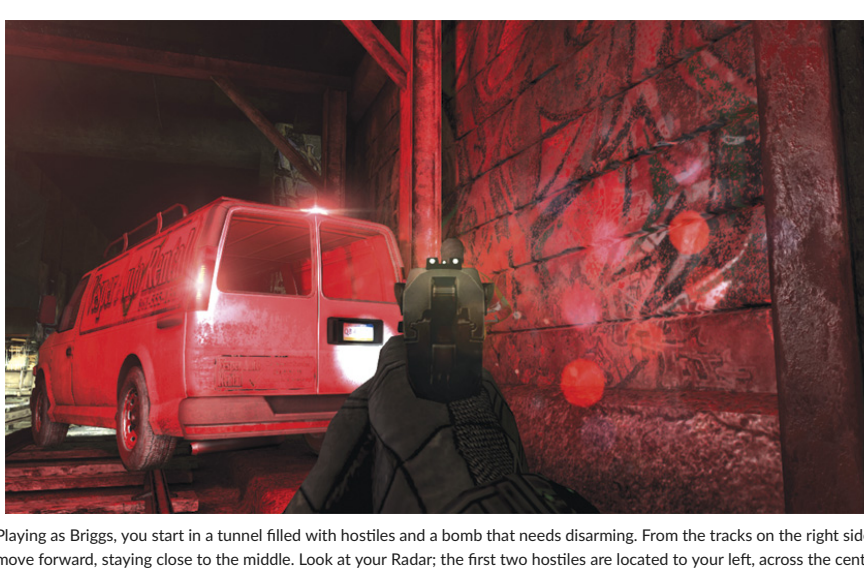
- You have to play in a first-person perspective
- You can't adjust your loadout; your weapons are a PX4 Storm .45 and a silenced 416 Assault Rifle
- You can't use your Execute Ability, but you can still perform hand-to-hand strikes

Disarm the Second Bomb in the Tunnel

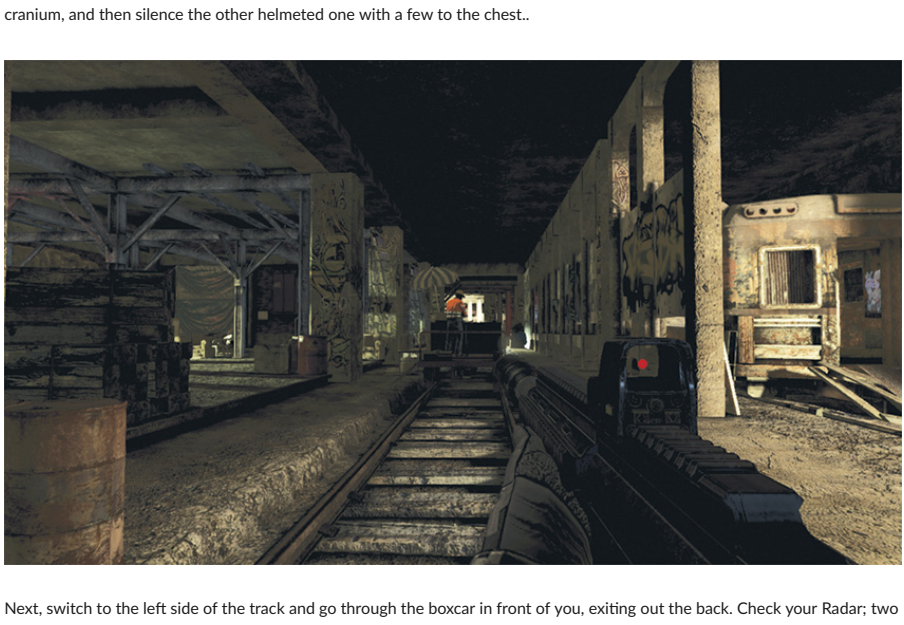




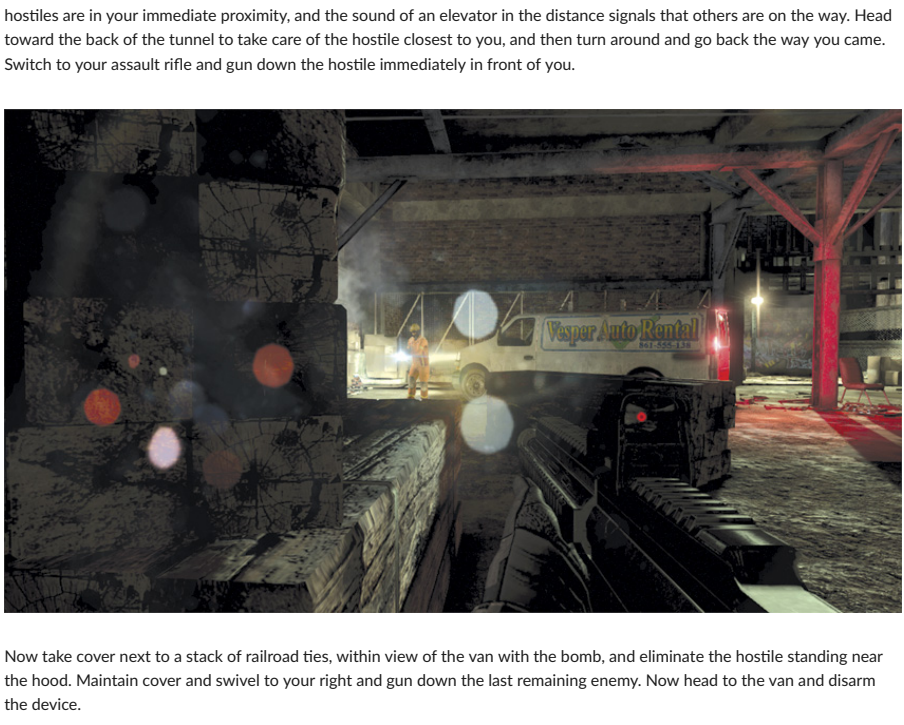




Playing as Briggs, you start in a tunnel filled with hostiles and a bomb that needs disarming. From the tracks on the right side, move forward, staying close to the middle. Look at your Radar; the first two hostiles are located to your left, across the center divide. Without hesitation, take them both down using your silenced assault rifle. Staying on the right, continue down the tunnel about 75 yards to the next enemy. Eliminate him and continue toward the two vans. From your Radar you know that there are two hostiles in the vicinity of the second van; one is wearing a helmet. Quickly kill the first one with a shot to the cranium, and then silence the other helmeted one with a few to the chest..



Next, switch to the left side of the track and go through the boxcar in front of you, exiting out the back. Check your Radar; two hostiles are in your immediate proximity, and the sound of an elevator in the distance signals that others are on the way. Head toward the back of the tunnel to take care of the hostile closest to you, and then turn around and go back the way you came. Switch to your assault rifle and gun down the hostile immediately in front of you.



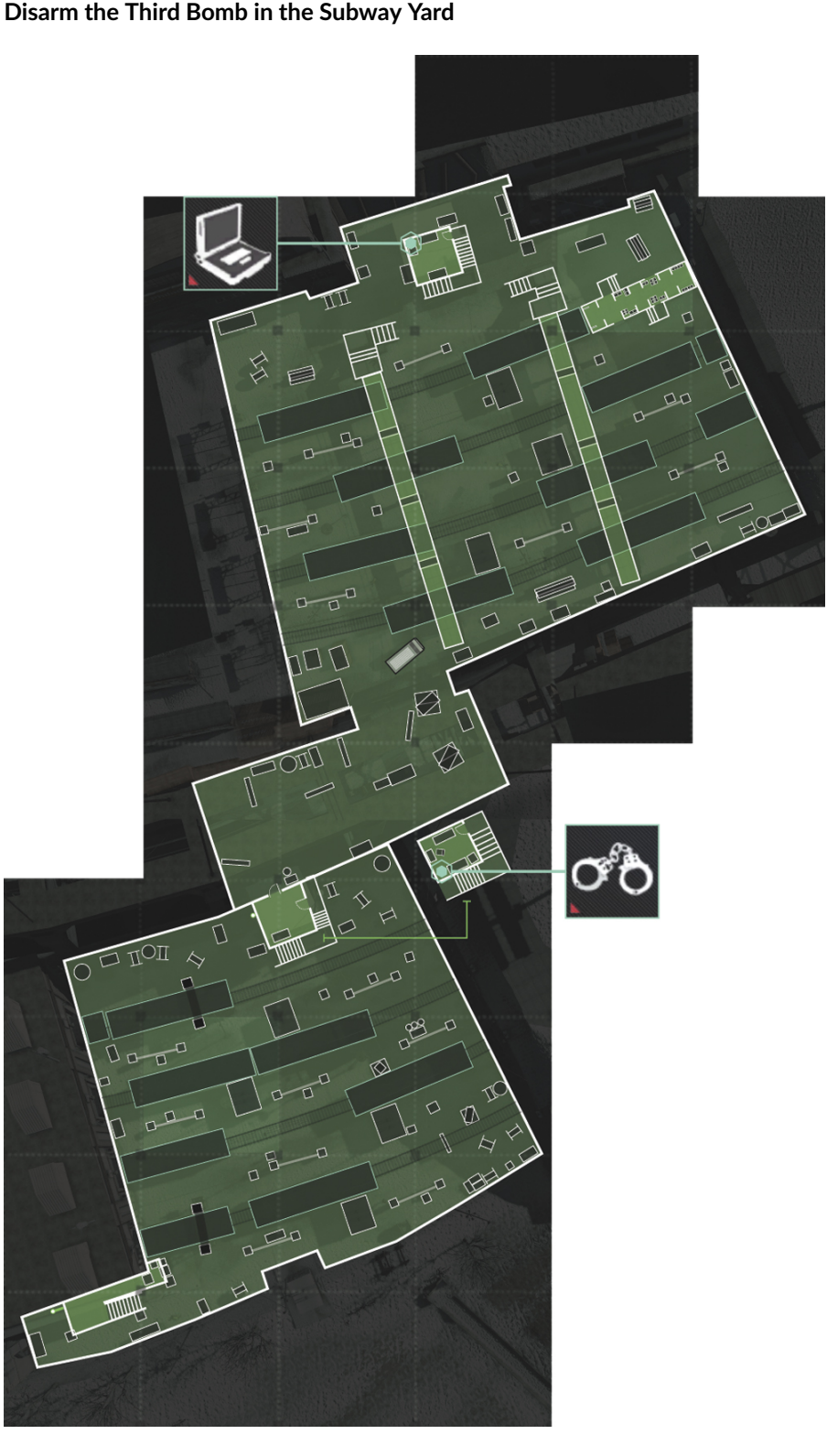
Now take cover next to a stack of railroad ties, within view of the van with the bomb, and eliminate the hostile standing near the hood. Maintain cover and swivel to your right and gun down the last remaining enemy. Now head to the van and disarm the device.

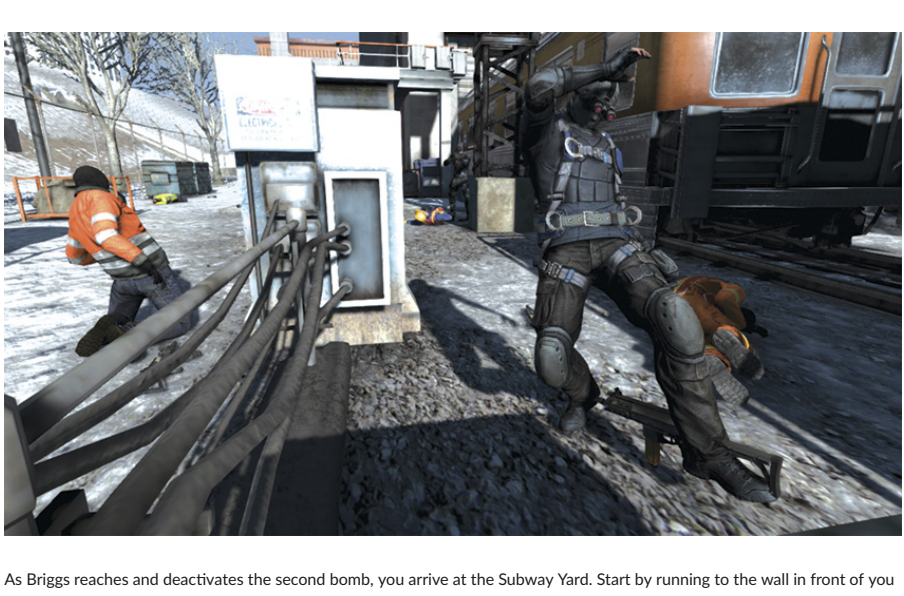
Briggs and the Bomb

While preparing to deactivate the bomb, Briggs is a little nervous. It's the first time he's come face to face with such a dangerous device, and he desperately wants Grim to give him advice. Unfortunately, she's helping you track down the leader of the operation and only Charlie is available … and he isn't instilling Briggs with much confidence.

Charlie finally convinces Briggs he needs to suck it up and get the job done. Not wanting to seem like a chump, nor liking being talked down to, Briggs requests that Charlie sends instructions to his Opsat so he can get on with it. Feeling fear and anxiety, Briggs goes to work. Within a few tension-filled moments, he successfully disarms the device.

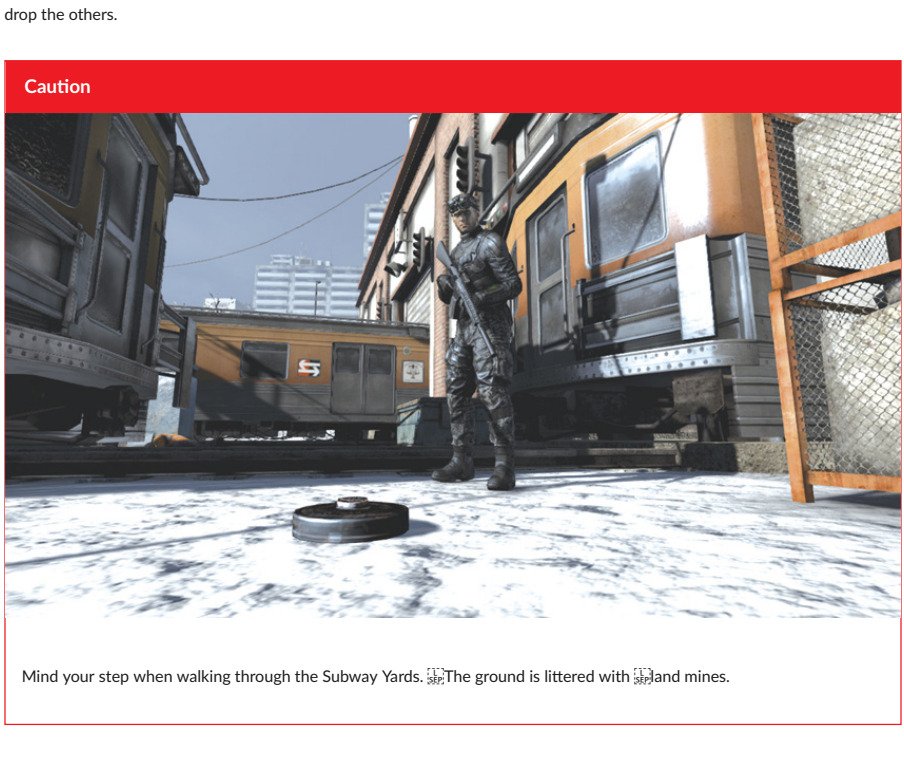
Disarm the Third Bomb in the Subway Yard





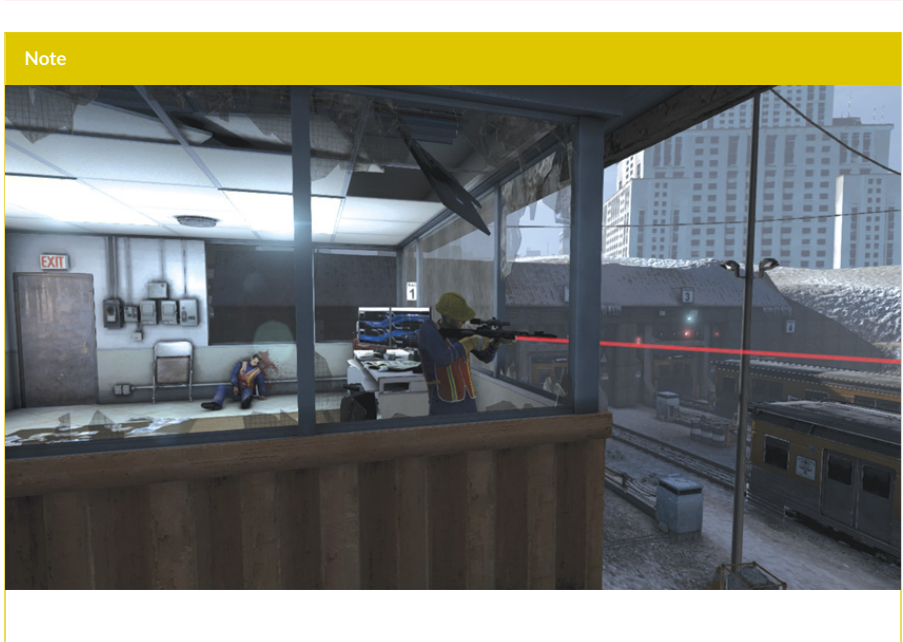
As Briggs reaches and deactivates the second bomb, you arrive at the Subway Yard. Start by running to the wall in front of you and climbing up the yellow pipe to access the gantry above, noting the sniper in the distance to your left. While crouching, move to the front of the gantry near the railing. Below you, one train car-length away, are three hostiles, and underneath you to your left is another. Mark the three in the distance, and then hop the railing to your left and crouch above the hostile closest to you. As he kneels down, eliminate him with a Death From Above attack, and then immediately use your Execute Ability to drop the others.

Caution

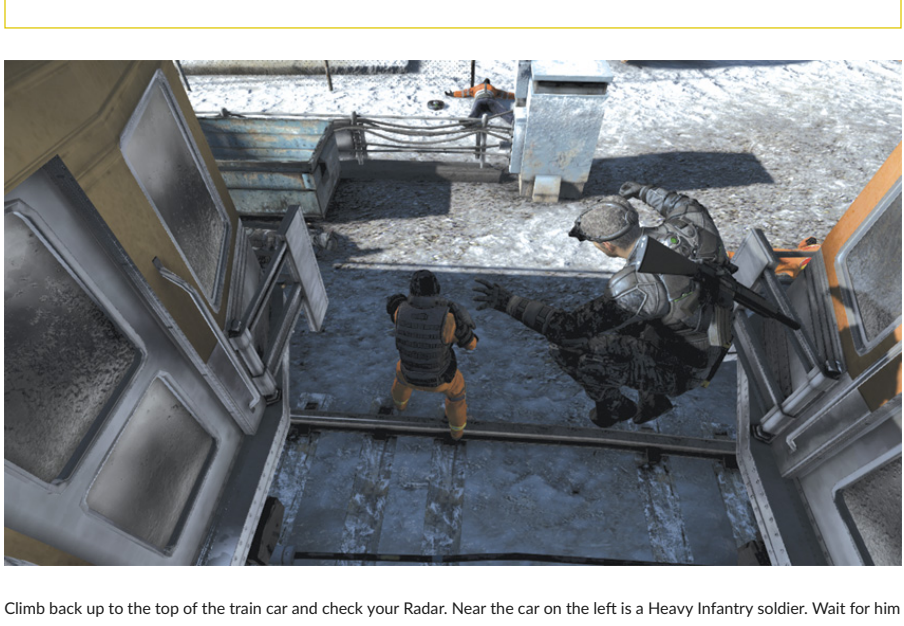


Mind your step when walking through the Subway Yards. The ground is littered with land mines.

Note



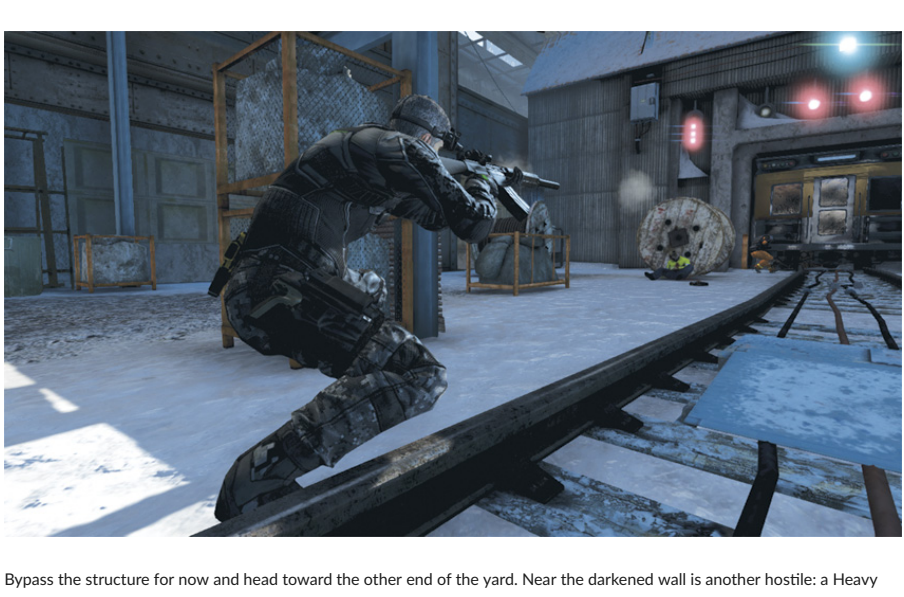
Snipers are located in each area of the Subway Yard, and in some cases there are multiple snipers. They usually patrol walkways and gantries, or reside in control centers around the perimeter overlooking the yard.



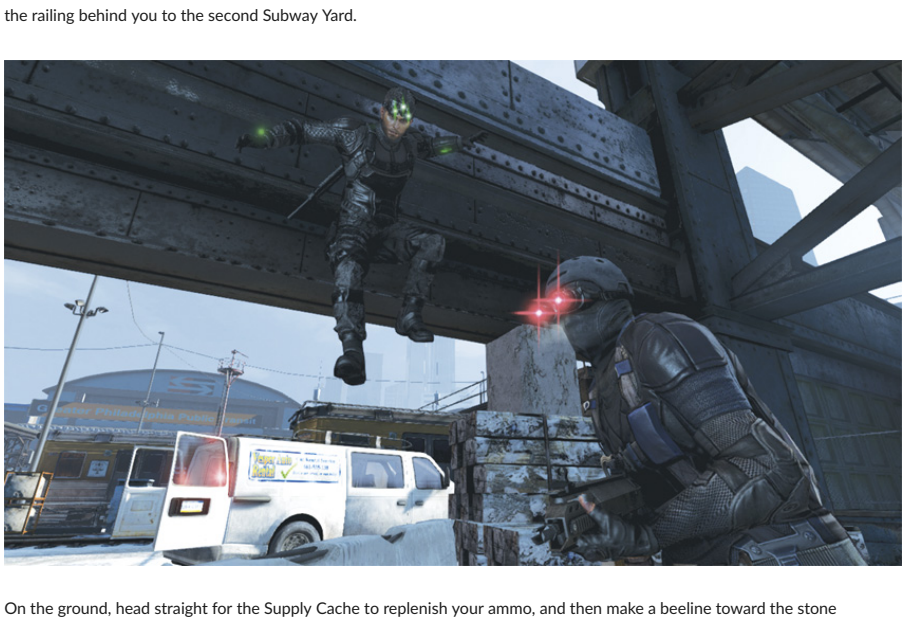
Climb back up to the top of the train car and check your Radar. Near the car on the left is a Heavy Infantry soldier. Wait for him to get within range and then kill him using a Death From Above attack. Move to your left and climb over or around train cars, stopping on top of the car on Track 3. Mark the two hostiles in the distance and use your Execute Ability. Drop to the ground and head toward the dead men. Crouch and move alongside the train car on Track 1, and eliminate the hostile nearby with a hand-to-hand strike. Move past the corpse and take a left toward the control center.

Caution

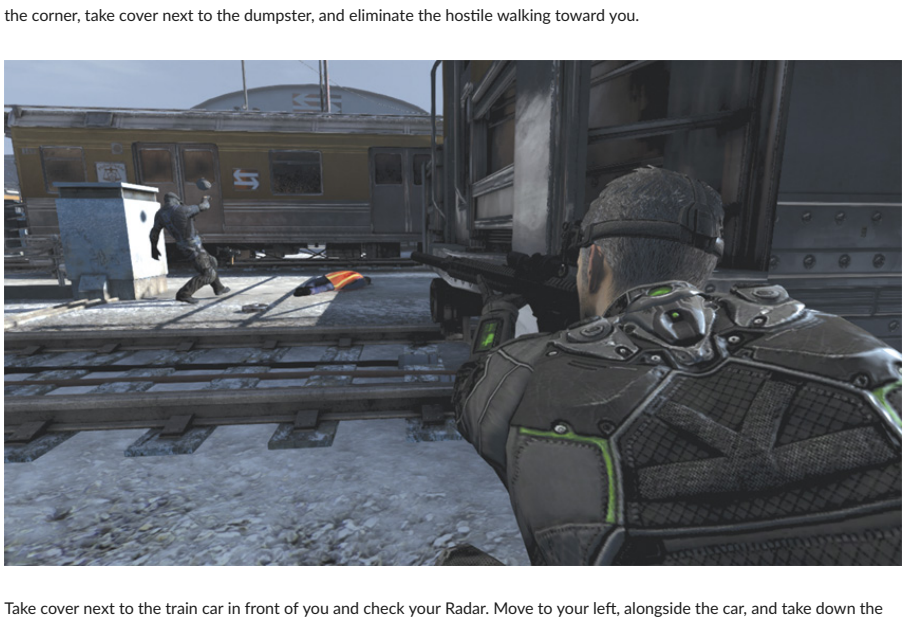
Do not kill the sniper in the control center. He is a High Value Target.



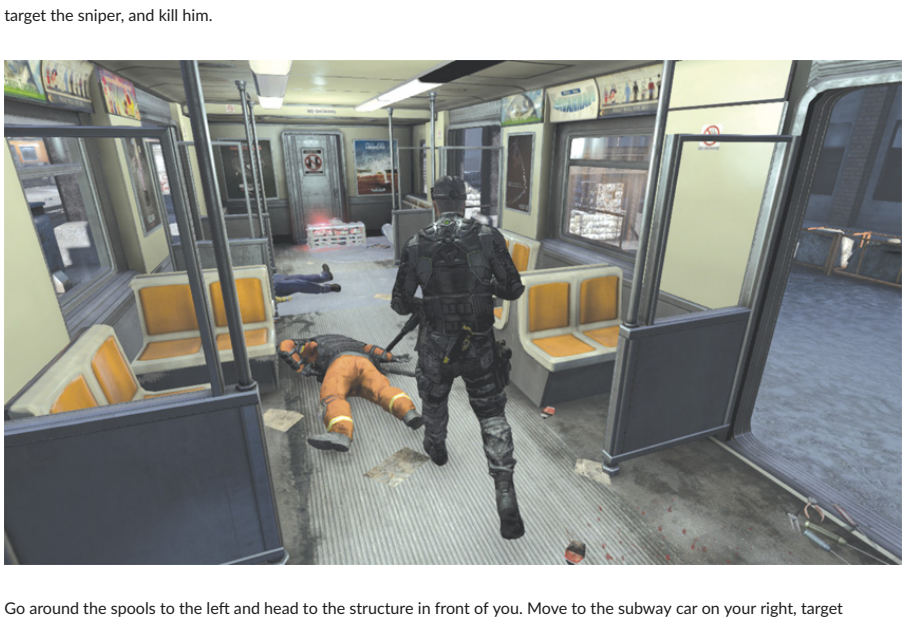
Bypass the structure for now and head toward the other end of the yard. Near the darkened wall is another hostile: a Heavy Infantry soldier. Kill him and go back to the control center to nab the High Value Target. Tag him, bag him, and then climb over the railing behind you to the second Subway Yard.



On the ground, head straight for the Supply Cache to replenish your ammo, and then make a beeline toward the stone barricade in front of you. Hop over it and climb up the metal girders on your left. Moving to the right, Grim tells you the bomb has been moved out of the van and onto a train. Pause above another stone barricade near the two hostiles having a conversation: a sniper on a gantry and a Commando on the ground. Wait for the Commando to leave the conversation and walk underneath you, then take him out with a Death From Above attack. Immediately look up and plug the sniper. Go around the corner, take cover next to the dumpster, and eliminate the hostile walking toward you.

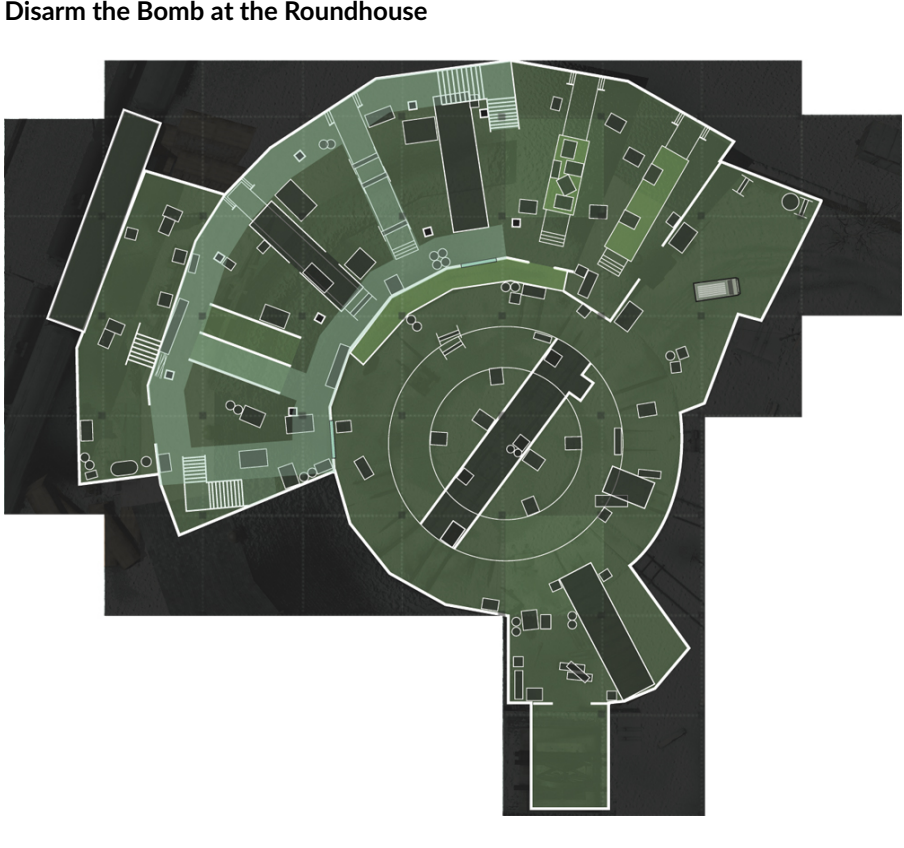


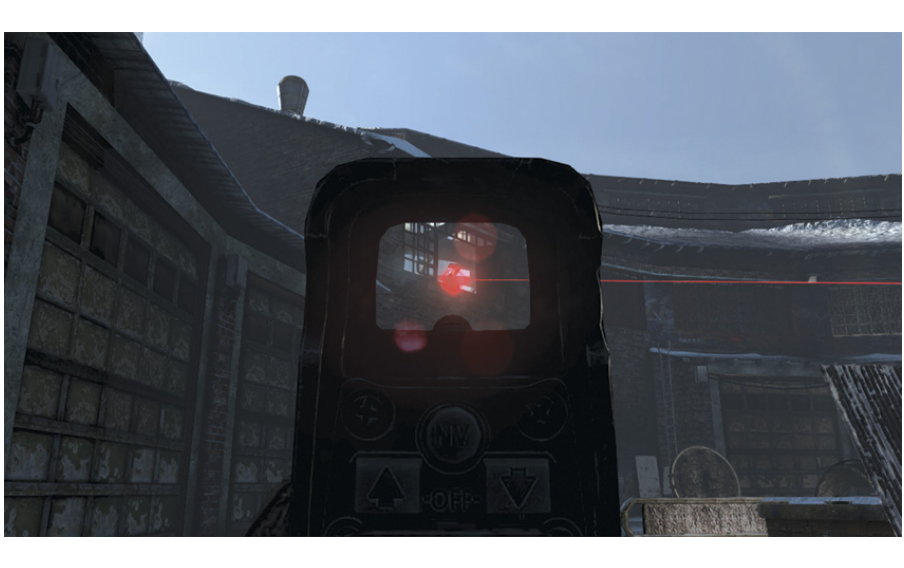
Take cover next to the train car in front of you and check your Radar. Move to your left, alongside the car, and take down the Commando across from you, near the two dead subway workers. Head toward the trio of corpses and go to the fence to your left, then follow it down to the other side of the yard. Near the last train, crouch and peek to your left. Above and in front of you, perched in a control center, is a sniper scanning for intruders. Quickly take cover behind the large wooden spools nearby, target the sniper, and kill him.

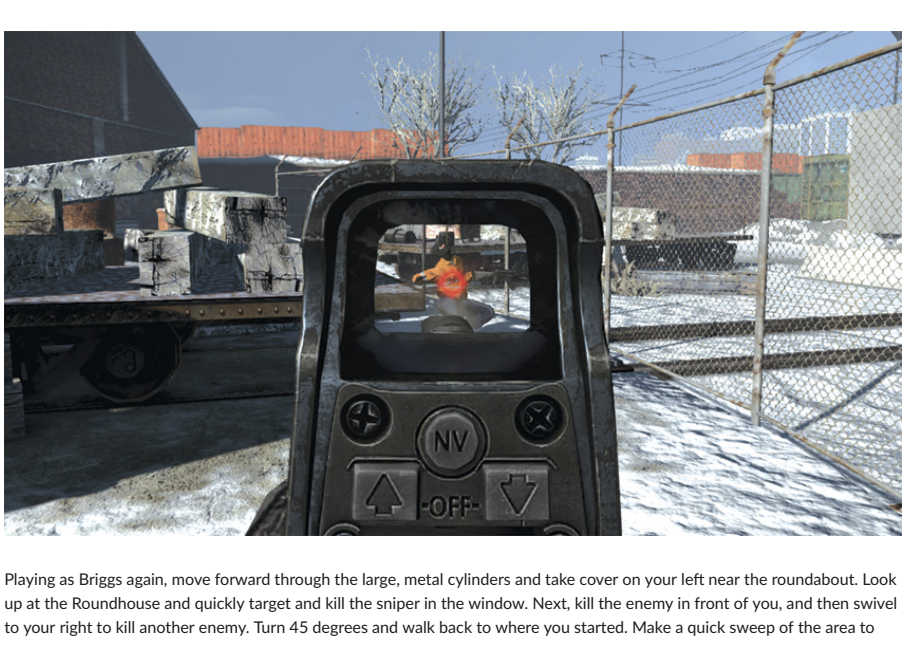


Go around the spools to the left and head to the structure in front of you. Move to the subway car on your right, target another sniper in the distance, and eliminate him. Go into the control center where you killed the first sniper and hack the Blacklist Laptop. Exit the building and go to the last car on Track 1 to find the next device. Mark the two hostiles inside, use your Execute Ability, and then disable the third bomb.

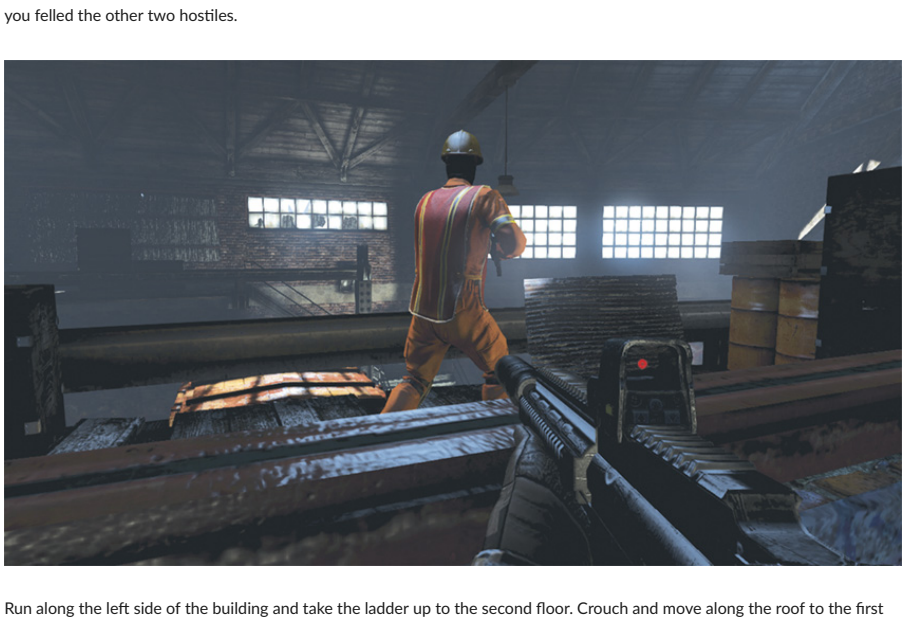
Disarm the Bomb at the Roundhouse



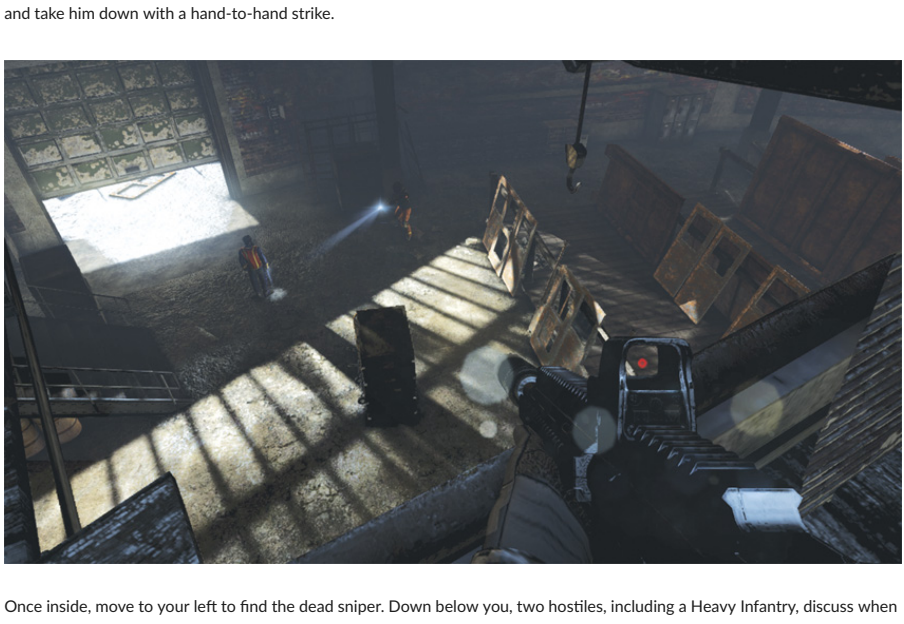




Playing as Briggs again, move forward through the large, metal cylinders and take cover on your left near the roundabout. Look up at the Roundhouse and quickly target and kill the sniper in the window. Next, kill the enemy in front of you, and then swivel to your right to kill another enemy. Turn 45 degrees and walk back to where you started. Make a quick sweep of the area to uncover another hostile. Just past him, coming out of the Roundhouse, is another. Eliminate them both and head back where you felled the other two hostiles.



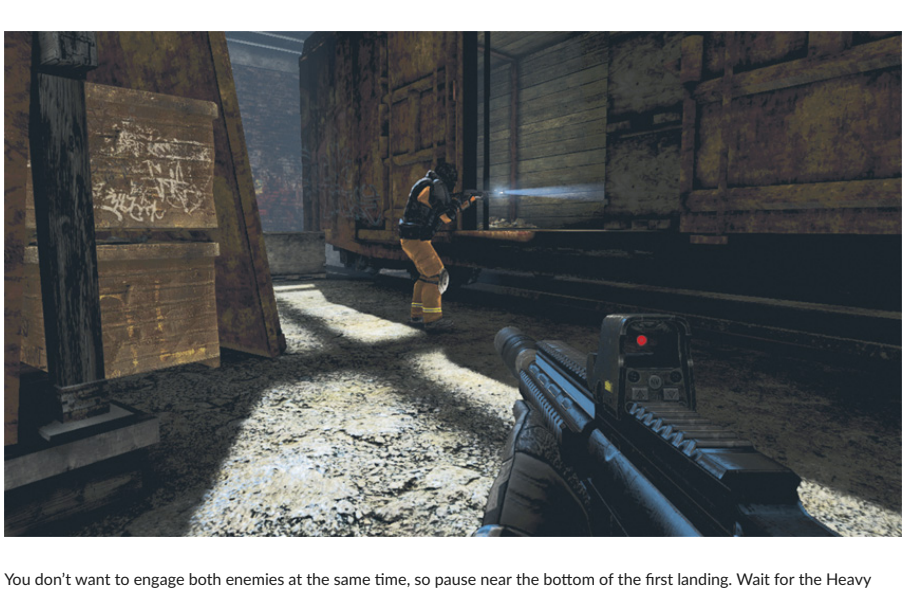
Run along the left side of the building and take the ladder up to the second floor. Crouch and move along the roof to the first open window. Check the ground as you go and silently eliminate any hostiles you may have missed. At the window, check your Radar to spot your next target. Silently move into range behind him, and when his back is turned, enter through the opening and take him down with a hand-to-hand strike.



Once inside, move to your left to find the dead sniper. Down below you, two hostiles, including a Heavy Infantry, discuss when to detonate the bomb you are trying to disarm. Leave them alone for a moment and continue around to the right to check for any nearby hostiles. If none are present, go back to the dead sniper and head down the staircase to your right and deal with the other two.

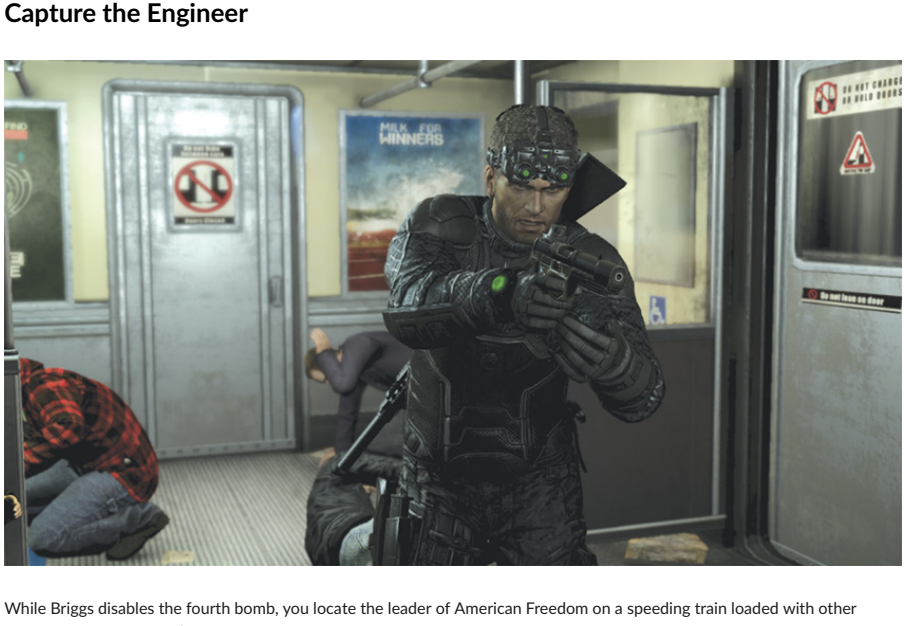
Caution

The 416 Assault Rifle you're armed with isn't powerful enough to quickly penetrate the Heavy Infantry's body armor, and his helmet makes it difficult to score a lethal headshot from a distance. You have to get close enough to shoot him in the head from behind or take him down with a hand-to-hand strike.



You don't want to engage both enemies at the same time, so pause near the bottom of the first landing. Wait for the Heavy Infantry soldier to walk away to patrol the area, and then take down the lone hostile. Silently move toward the Heavy's position; once his back is turned, target the back of his head and shoot him in the base of his skull. Continue the search and hunt down any hostiles remaining in the Roundhouse. Once every enemy has been eliminated, follow the waypoint marker to the fourth device and deactivate it.

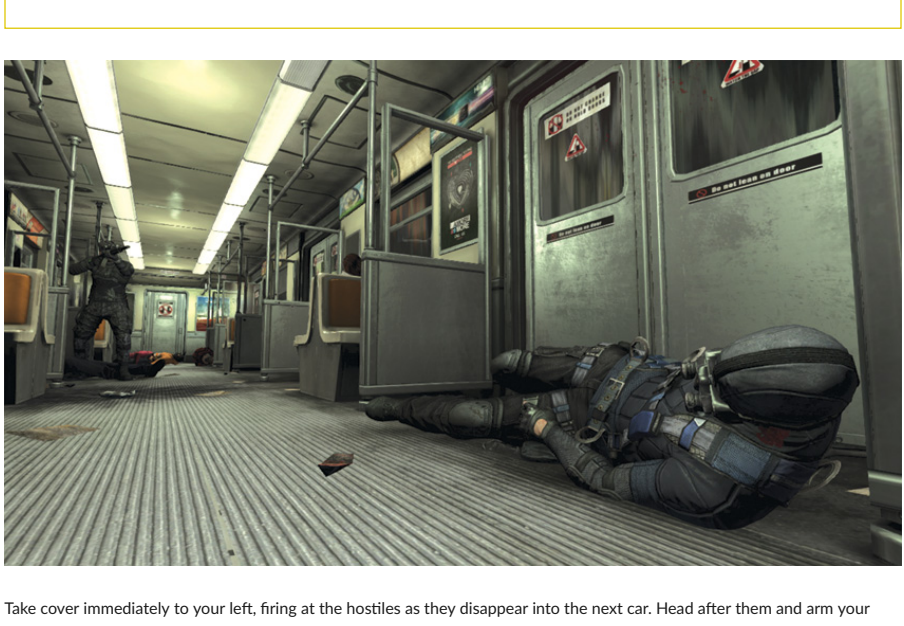
Capture the Engineer



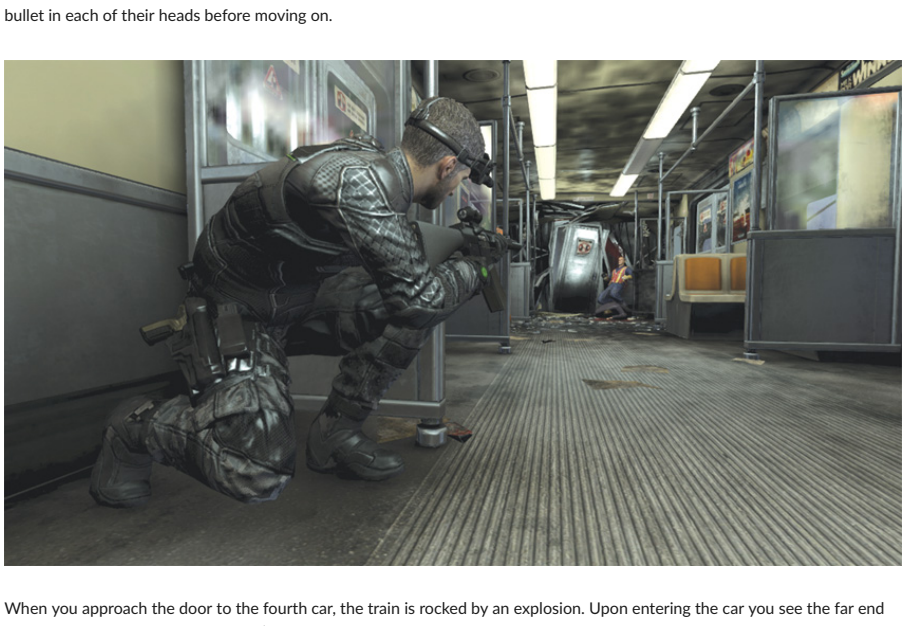
While Briggs disables the fourth bomb, you locate the leader of American Freedom on a speeding train loaded with other hostiles and innocents. It's time to fight your way through the train and apprehend the Engineer, while neutralizing all the hostiles.

Note

During the final subway chase, you will be detected and you will gain Assault Playstyle points for your kills.



Take cover immediately to your left, firing at the hostiles as they disappear into the next car. Head after them and arm your Flashbang grenades. Go through the door at the far end, and then enter the second car. Take cover to your left and throw a Flashbang at the enemies. While they're disoriented, run up and kill the first two enemies with lethal hand-to-hand strikes, shoot the third in the head, and then go into the next car. In the third car, throw another Flashbang at the hostiles and bury a bullet in each of their heads before moving on.



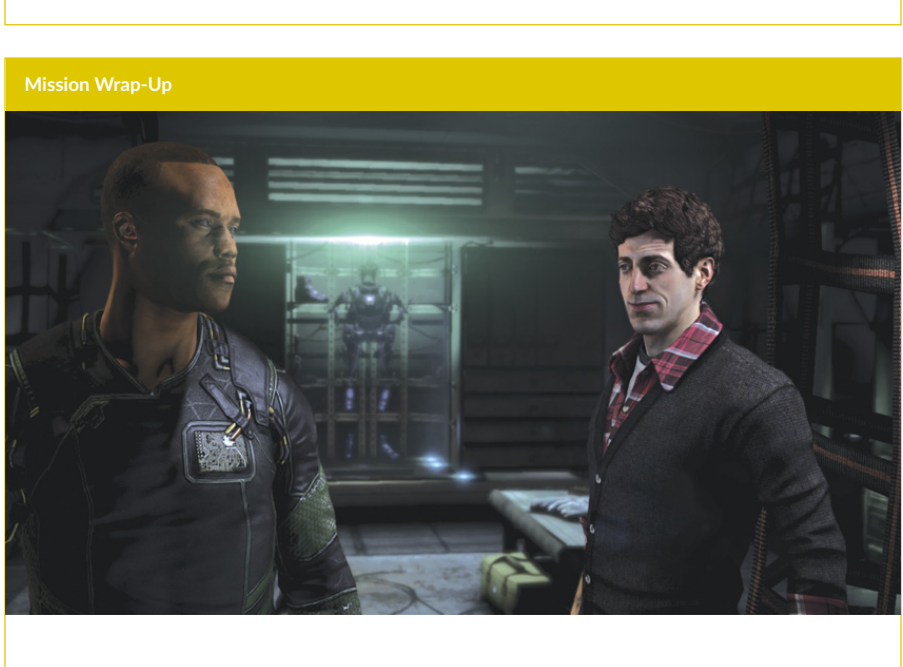
When you approach the door to the fourth car, the train is rocked by an explosion. Upon entering the car you see the far end leading to the fifth car is damaged: It's a twisted mess of metal and fire. Go toward the wreckage and climb out the window on the right side. Once outside, move to your right, to the far end of the car, and reenter the train through the third window, just past the second set of passenger doors. Kill the two hostiles inside, follow the waypoint marker, and enter the sixth car. Once inside, Mark the final two hostiles and use your Execute Ability to kill them.

Face-to-Face with an Engineer

As the train comes to a grinding halt, the Engineer you're after exits the train, trying to escape. Spotting a police officer emerging from a staircase in front of him, the Engineer grabs a commuter and points a gun to his head. You emerge from the train, pistol raised, looking to apprehend the hostile. Problem is, the police officer doesn't know what's going on and thinks you're the Engineer's accomplice.

As you try to calm him down, the officer calls for backup, continuing to point his gun at the Engineer. After a momentary standoff, the police officer shoots the Engineer in the head, killing him. Seconds later, reinforcements arrive to take you away.

Mission Wrap-Up



With the HAZMAT teams removing the bombs from the area and Grim getting you out of lockup, Charlie shares a moment of camaraderie with Briggs, basking in the glow of a job well done. There's no rest for the wicked, however, as Grim requests all of you to report to Command and Control the moment you're back onboard the Paladin.

Campaign

Mission 8: Detention Facility Guantanamo Bay, Cuba

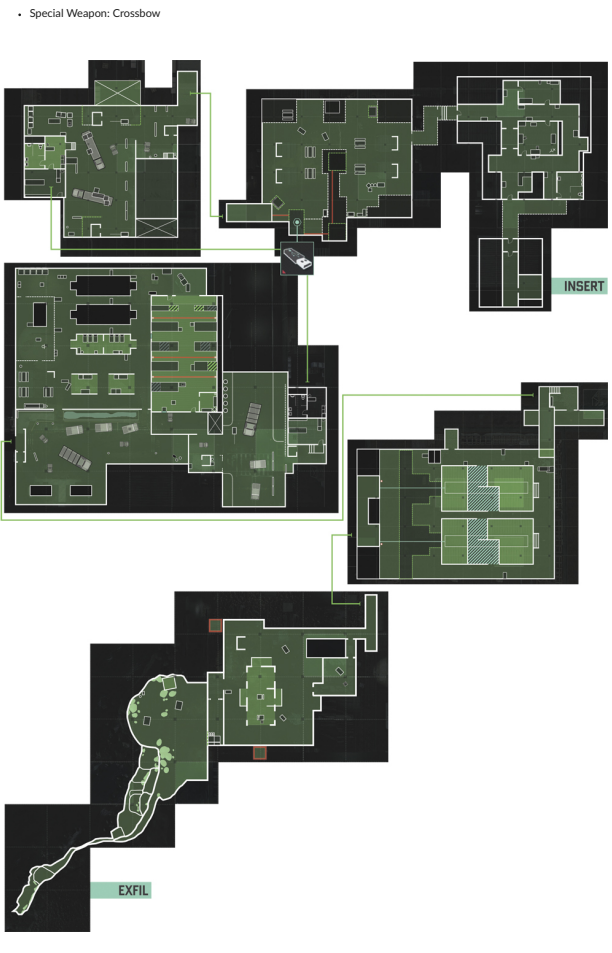
Mission Details

Unexpectedly, Reza Nouri has been hauled into Gitmo for questioning by the CIA about Iran's role in the Blacklist attacks. It looks as though he's exchanging intel for clemency, but you don't know his angle. And even though the data you recovered from Iran clears them of any Blacklist involvement, Nouri could relay false statements, resulting in America starting a war with the wrong enemy. It seems as if Sadiq is behind Nouri's arrival in Cuba. Because of your actions in Benghazi and Chicago, you've burned too many bridges, and now the CIA is locking you out of what's going on. The only way to know what Nouri is telling the feds is for you to break into Gitmo and question him yourself. And Briggs is going to help you.

Objectives: Interrogate Reza Nouri, Retrieve Your Gear, Escape Guantanamo

Recommended Loadout:

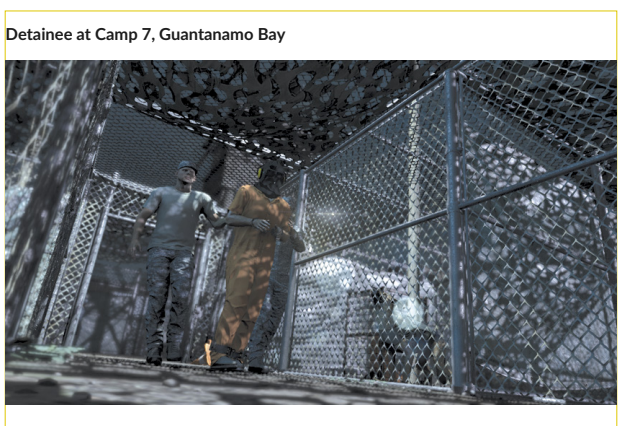
- Gadgets: Sticky Noisemaker, Sticky Camera, Smoke Grenade
- Goggles: Sonar Pulse
- Ops Suit: Nanopolymer Coating (Torso), Covert (Gloves), Nanopolymer Coating (Pants), Nanopolymer Coating (Boots)
- Pistol: Do not use
- Alternate Weapon: Do not use
- Special Weapon: Crossbow



Caution

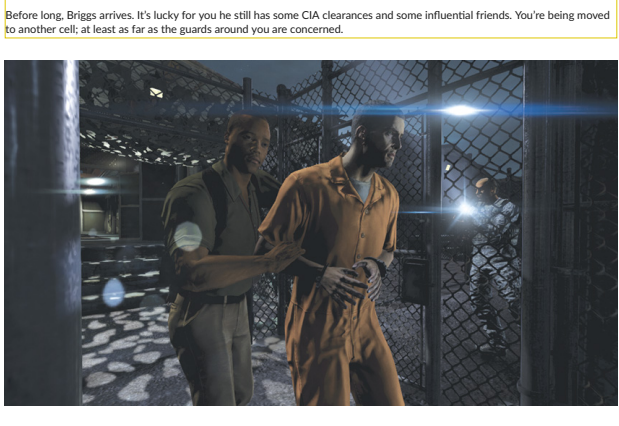
You are not allowed to use lethal force at any time while at Guantanamo Bay. You can still equip your Pistol and Alternate Weapon, but harming American soldiers will result in your restarting from the previous checkpoint.

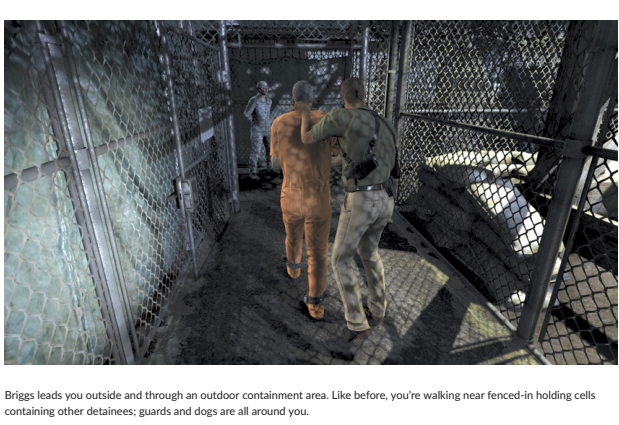
Detainee at Camp 7, Guantanamo Bay



The mission opens with two soldiers marching a hooded, shackled prisoner through a series of fenced-in walkways. Dog kennels and containment cells holding other detainees line the sides. The group walks up a short staircase and into a building, and the prisoner is placed in a gated cell. As the man kneels on the ground, the hood is removed. It's you.

Before long, Briggs arrives. It's lucky for you he still has some CIA clearances and some influential friends. You're being moved to another cell; at least as far as the guards around you are concerned.

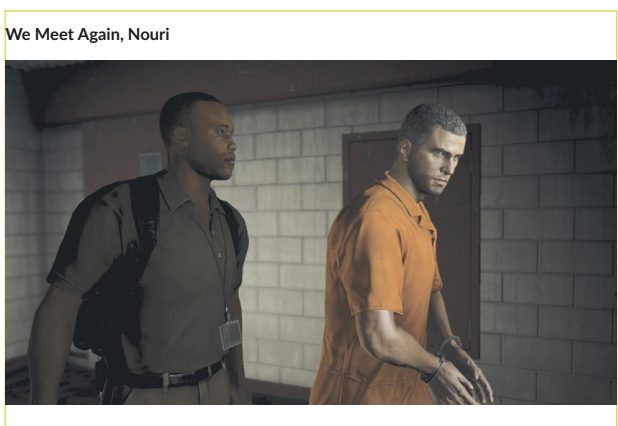




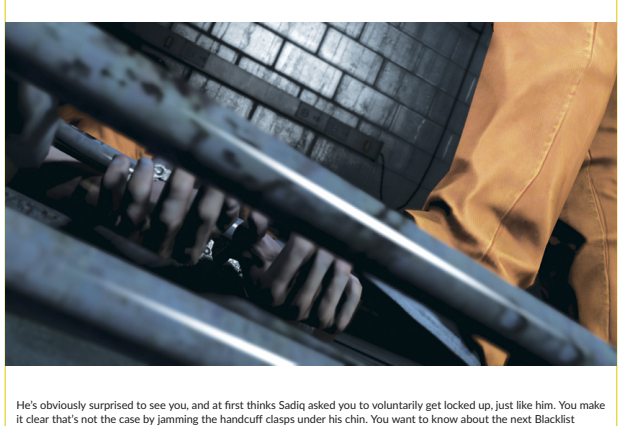
Briggs leads you outside and through an outdoor containment area. Like before, you're walking near fenced-in holding cells containing other detainees; guards and dogs are all around you.

Briggs tells you that your gear is in a field office just past the rec area. Once you're done interrogating Nouri, Briggs will kill the power to give you some shadows for cover to aid in your escape. Nouri is with special CIA interrogators; fortunately they're on break so you have some time. Briggs will arrange for a boat to take you back to the Paladin after the mission is complete.

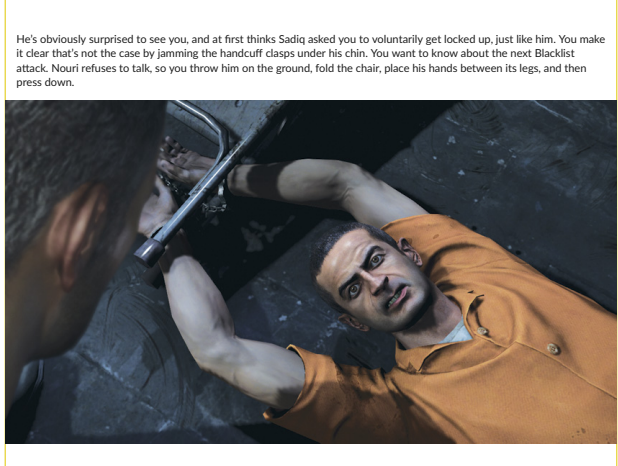
We Meet Again, Nouri

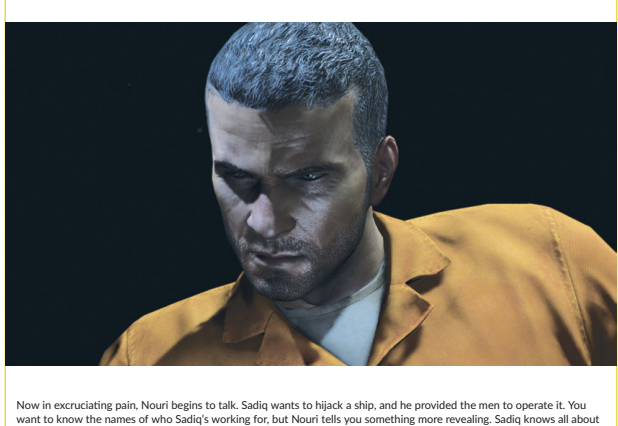


Going to cell block A-2, a guard buzzes you both in. Once out of view, Briggs kneels down and removes your restraints. Before he leaves, you take a pair of handcuffs from him, and then head into cell 103, where you find Nouri sitting on a folding metal chair.



He's obviously surprised to see you, and at first thinks Sadiq asked you to voluntarily get locked up, just like him. You make it clear that's not the case by jamming the handcuff clasps under his chin. You want to know about the next Blacklist attack. Nouri refuses to talk, so you throw him on the ground, fold the chair, place his hands between its legs, and then press down.





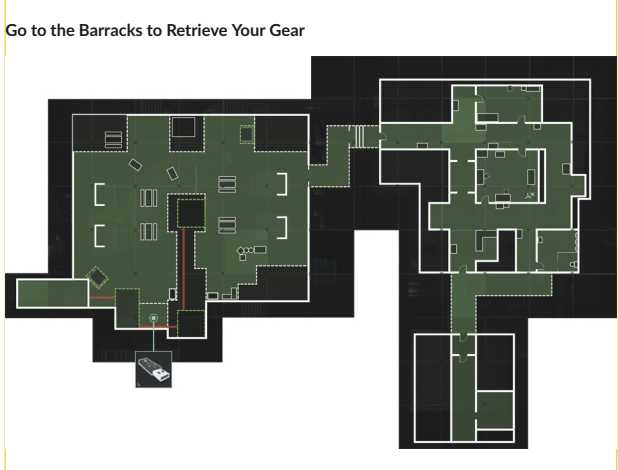
Now in excruciating pain, Nouri begins to talk. Sadiq wants to hijack a ship, and he provided the men to operate it. You want to know the names of who Sadiq's working for, but Nouri tells you something more revealing. Sadiq knows all about you, and he's planning on targeting you, your team, and your plane, 4th Echelon.

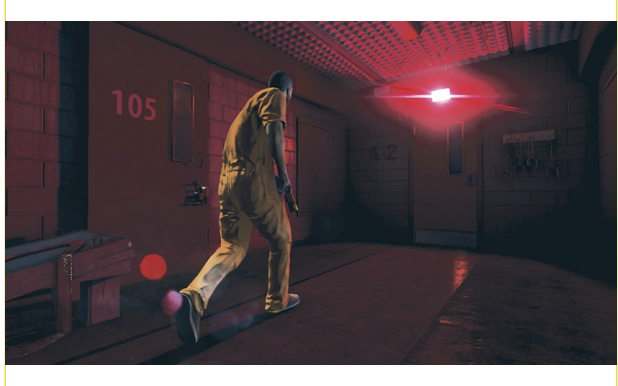
Nouri asks for mercy, begging you to kill him now. He knows Sadiq will have no mercy, and Nouri would rather die quickly than painfully. It's up to you whether you knock him out or kill him. After you decide if he lives or dies, the power goes out—right on queue.

INTEL

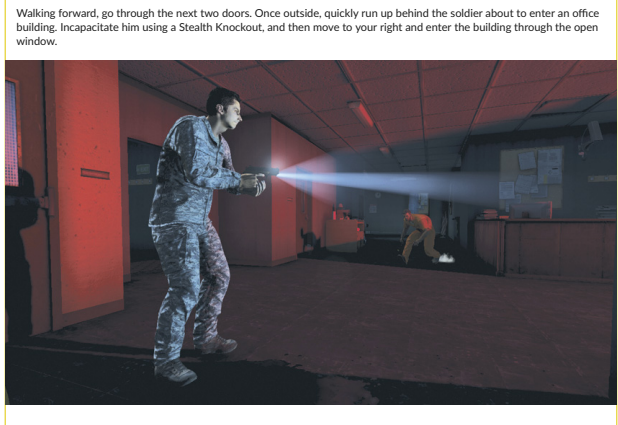
After leaving the interrogation, you are armed with a Stun Gun.

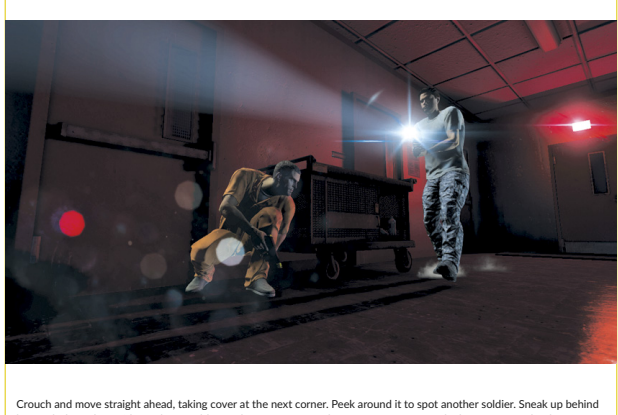
Go to the Barracks to Retrieve Your Gear





Walking forward, go through the next two doors. Once outside, quickly run up behind the soldier about to enter an office building. Incapacitate him using a Stealth Knockout, and then move to your right and enter the building through the open window.

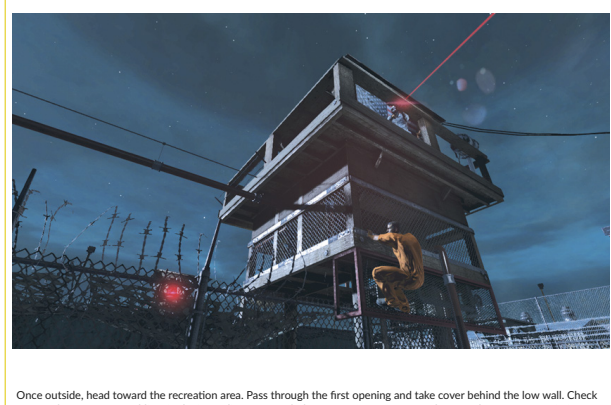




Crouch and move straight ahead, taking cover at the next corner. Peek around it to spot another soldier. Sneak up behind him and silence him with another Stealth Knockout. Now, enter the room next to you and take cover near the doorway in front of you. Look to your left to spot another solider. Incapacitate him and leave through the door marked with a red emergency light above it.

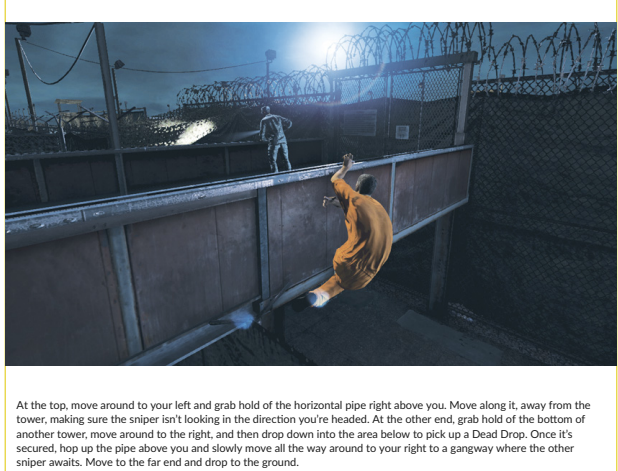
INTEL

Through the remainder of the mission, it is vital that you move slowly and quietly to avoid detection by the soldiers at the prison. Their hearing and awareness are heightened compared to that of the enemies you have previously encountered



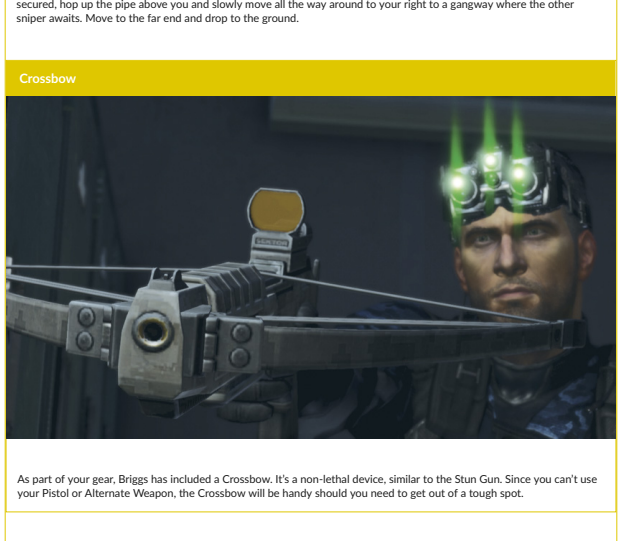
Once outside, head toward the recreation area. Pass through the first opening and take cover behind the low wall. Check your Radar to see four soldiers in the immediate area, including two snipers surveying the area above you. Remain in cover and move to your left to the opposite end of a similarly shaped wall.

Make sure the sniper isn't looking in your direction, and quickly move to cover behind the bins in front of you. Still crouched, move around them to your left and approach the fence in front of you. Go to the right and climb up the pipe underneath the watchtower.

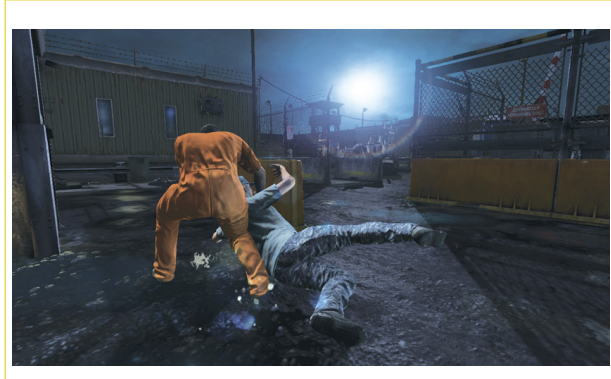


At the top, move around to your left and grab hold of the horizontal pipe right above you. Move along it, away from the tower, making sure the sniper isn't looking in the direction you're headed. At the other end, grab hold of the bottom of another tower, move around to the right, and then drop down into the area below to pick up a Dead Drop. Once it's secured, hop up the pipe above you and slowly move all the way around to your right to a gangway where the other sniper awaits. Move to the far end and drop to the ground.

Crossbow

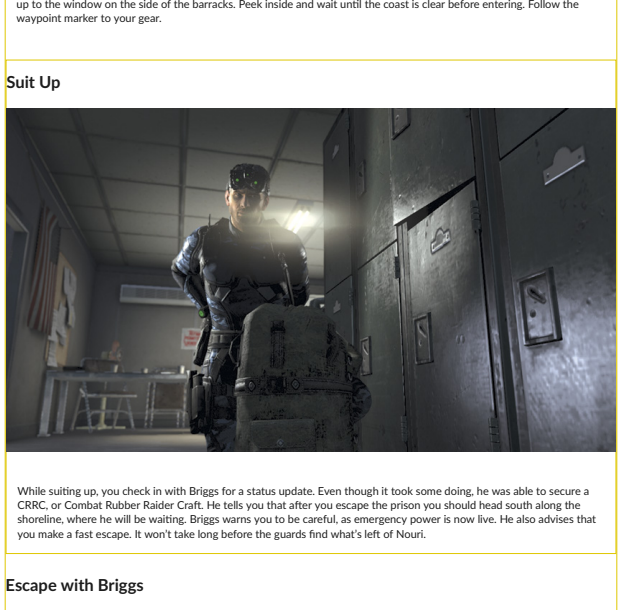


As part of your gear, Briggs has included a Crossbow. It's a non-lethal device, similar to the Stun Gun. Since you can't use your Pistol or Alternate Weapon, the Crossbow will be handy should you need to get out of a tough spot.



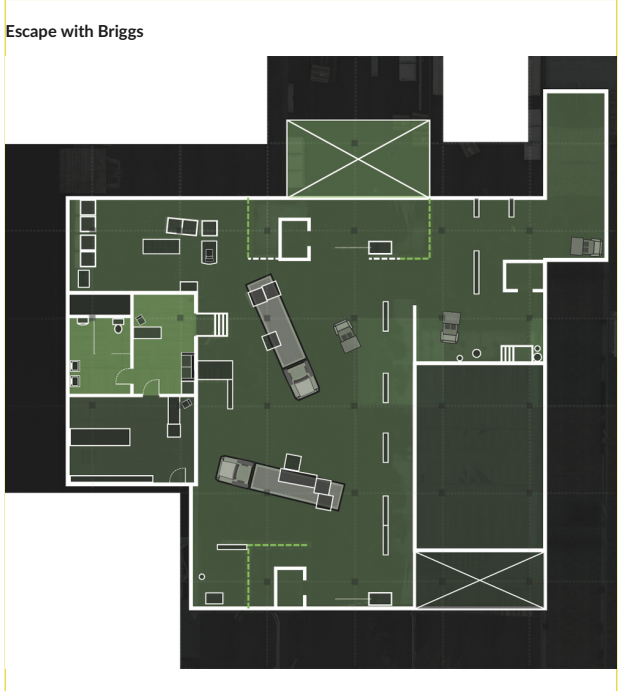
Quickly and quietly go to the end of the corridor and take cover to the right. A soldier is standing right near you; go up behind him and perform a Stealth Knockout. Climb over the fence in front of you and continue to the guard station just beyond and take cover behind it, avoiding the soldier inside. As the power comes back on, proceed to hop another fence in front of you. On the other side, stay crouched and use the row of port-a-potties for cover. Turn to your left and climb up to the window on the side of the barracks. Peek inside and wait until the coast is clear before entering. Follow the waypoint marker to your gear.

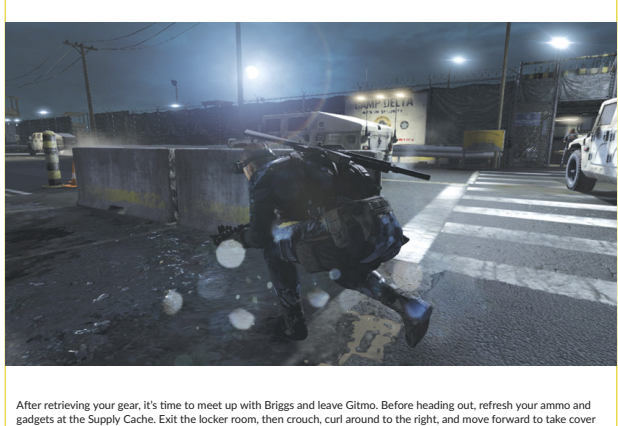
Suit Up



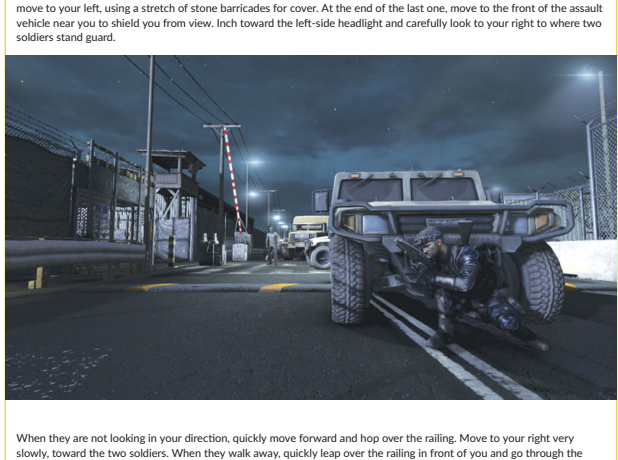
While suiting up, you check in with Briggs for a status update. Even though it took some doing, he was able to secure a CRRC, or Combat Rubber Raider Craft. He tells you that after you escape the prison you should head south along the shoreline, where he will be waiting. Briggs warns you to be careful, as emergency power is now live. He also advises that you make a fast escape. It won't take long before the guards find what's left of Nouri.

Escape with Briggs



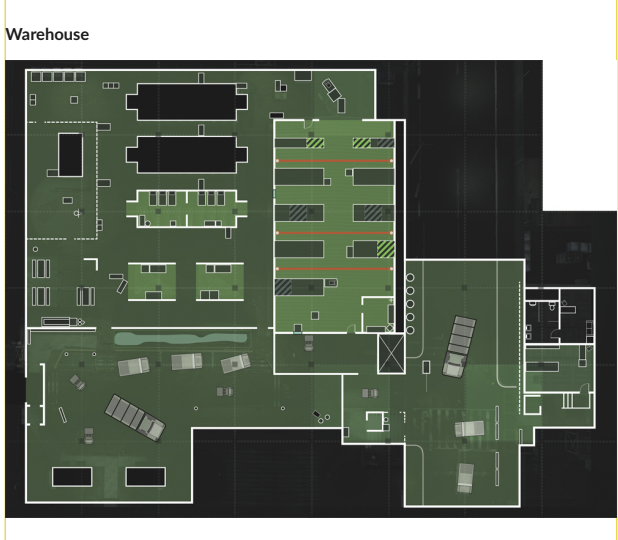


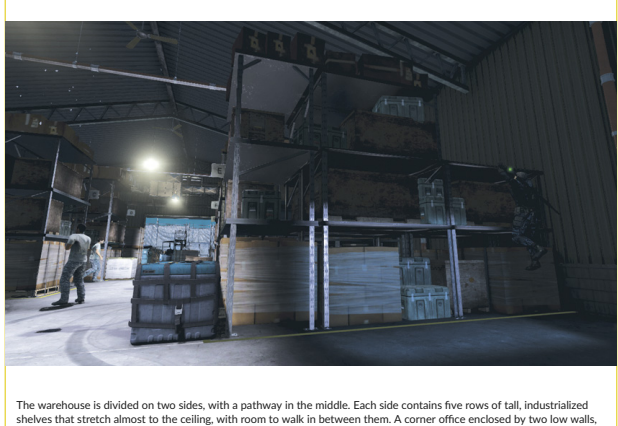
After retrieving your gear, it's time to meet up with Briggs and leave Gitmo. Before heading out, refresh your ammo and gadgets at the Supply Cache. Exit the locker room, then crouch, curl around to the right, and move forward to take cover near the orange barricade to your left. Be careful that the soldier nearby doesn't see or hear you, and then wait for him to turn his back to you. Move to cover using the stone barricade behind the soldier. Make sure his back is still to you and move to your left, using a stretch of stone barricades for cover. At the end of the last one, move to the front of the assault vehicle near you to shield you from view. Inch toward the left-side headlight and carefully look to your right to where two soldiers stand guard.



When they are not looking in your direction, quickly move forward and hop over the railing. Move to your right very slowly, toward the two soldiers. When they walk away, quickly leap over the railing in front of you and go through the opening to your left. Staying to the left, maneuver around the guard station, making sure that you're not spotted by the nearby patrolling soldier. When the coast is clear, go through the opening in front of you, and then head to your left to the warehouse. Enter the building through the open window, and then quickly take cover behind the nearby crate.

Warehouse

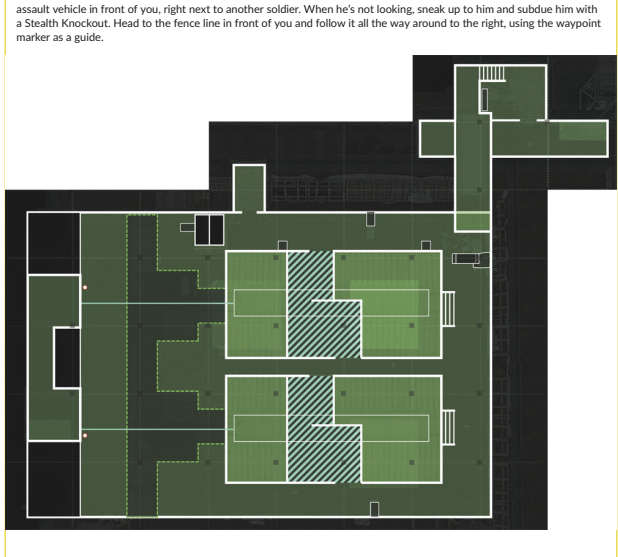




The warehouse is divided on two sides, with a pathway in the middle. Each side contains five rows of tall, industrialized shelves that stretch almost to the ceiling, with room to walk in between them. A corner office enclosed by two low walls, well below the ceiling, is a short distance away from your cover point. More importantly, there are three soldiers milling about working in the warehouse.

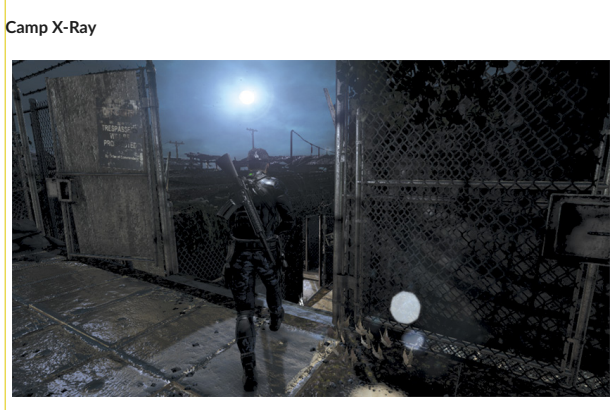
Move out of cover and climb up the side of the office wall closest to you, then maneuver to your left to the other side. Make sure none of the soldiers are nearby, drop to the ground, and climb to the top of the shelf behind you. Walk through the clearing at the top, drop to the ground on the other side, and then scoot through the opening in the middle of the adjacent shelf. Climb to the top of the next shelf and move hand-over-hand all the way around to the other side. Drop down to the ground, go through the opening on the far right side, and then exit the warehouse through the doorway.

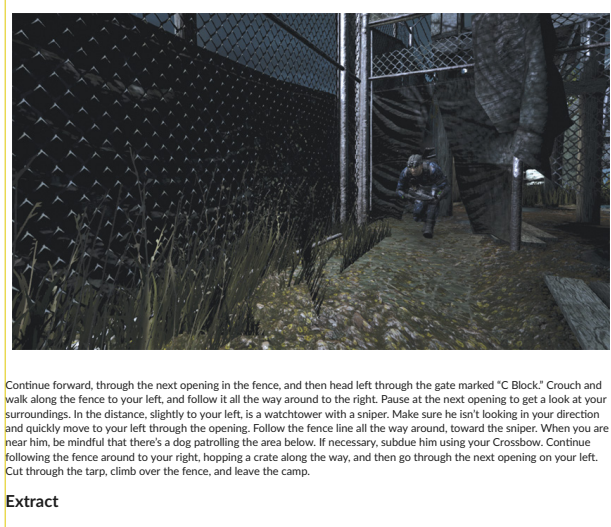
Use the nearby forklift for cover, and then quickly move to the crates in front of you, next to a solider standing guard. Silently approach him from behind and incapacitate him. With the warehouse on your left and troop quarters on your right, sprint down to the opening at the far end, and crouch down on the right side. Move to cover near the hood of the assault vehicle in front of you, right next to another soldier. When he's not looking, sneak up to him and subdue him with a Stealth Knockout. Head to the fence line in front of you and follow it all the way around to the right, using the waypoint marker as a guide.



Go through the door at the guard station and head to your left. Stop to replenish your supplies at the Supply Cache, and then go up the staircase. To your left is a watch station and a sniper with his rifle trained at the ground. Sneak up behind him and drop him using a Stealth Knockout. Directly across from you in the distance is a watchtower with a sniper. Make sure he isn't scanning in your direction and climb over the railing. Below to your left and in front of you are two soldiers and a lone patrol, respectively. Zap the lone solider with a charged crossbow bolt, and then drop to the ground. Move forward 15 meters or so, into an enclosure, and then quickly climb up and over the fenced-in holding cell in front of you. On the other side is a roaming dog. Before it can alert anyone to your presence, grab ahold of the metal pole in front of you and climb up to the railing of another watch station, where a solider stands guard. Pop up and drop him with a Stealth Knockout, and then climb over the railing on the other side and drop to the ground.

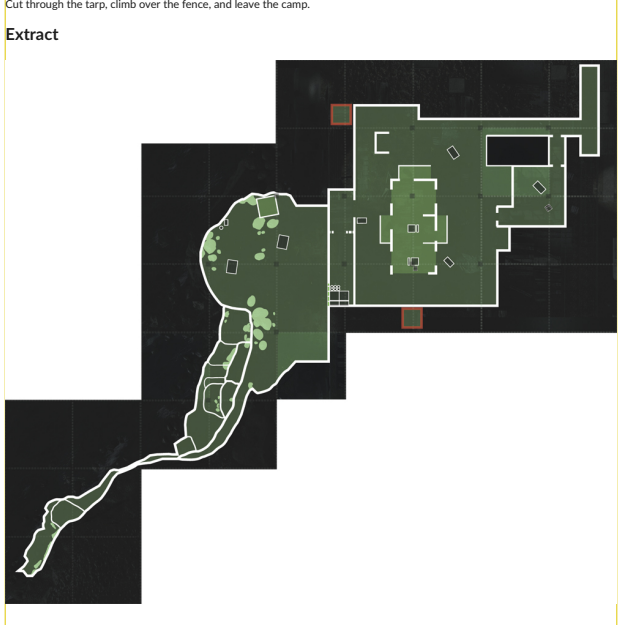
Camp X-Ray

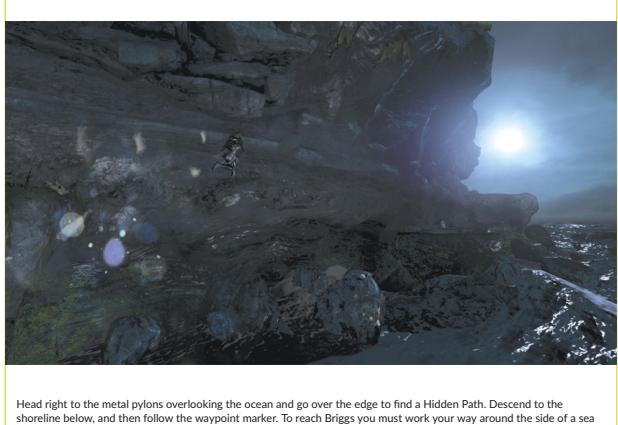




Continue forward, through the next opening in the fence, and then head left through the gate marked "C Block." Crouch and walk along the fence to your left, and follow it all the way around to the right. Pause at the next opening to get a look at your surroundings. In the distance, slightly to your left, is a watchtower with a sniper. Make sure he isn't looking in your direction and quickly move to your left through the opening. Follow the fence line all the way around, toward the sniper. When you are near him, be mindful that there's a dog patrolling the area below. If necessary, subdue him using your Crossbow. Continue following the fence around to your right, hopping a crate along the way, and then go through the next opening on your left. Cut through the tarp, climb over the fence, and leave the camp.

Extract





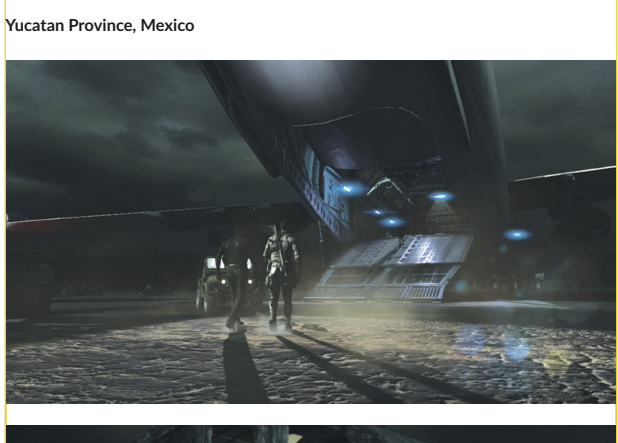
Head right to the metal pylons overlooking the ocean and go over the edge to find a Hidden Path. Descend to the shoreline below, and then follow the waypoint marker. To reach Briggs you must work your way around the side of a sea cliff that stands about 30 feet above the ocean. You gradually get closer to the water below until you reach ground level. After reuniting with Briggs, you hop into a CRRC and prepare to leave Gitmo behind.

Sadiq's Other Target

After entering the boat, Briggs tells you to wait for a moment before taking off as patrol boats are in the area. Grim will signal when the coast is clear to proceed. While holding tight, you inform Briggs that Nouri was a plant by Sadiq to misdirect the United States while he hijacked a ship, apparently to use in the next Blacklist attack: American Fuel. You also tell Briggs that Sadiq is targeting your team as well. After a momentary pause, Briggs apologizes for his outburst aboard the Paladin. You tell him to let it go; you both just broke in and out of Guantanamo in a single night—not that you can ever tell anyone about it. Grim finally lets you know there's a narrow break in the patrols, so it's now or never.

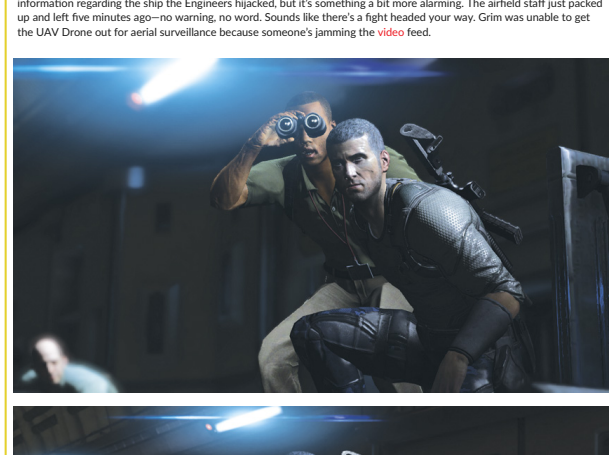
Mexico Airstrip

Yucatan Province, Mexico



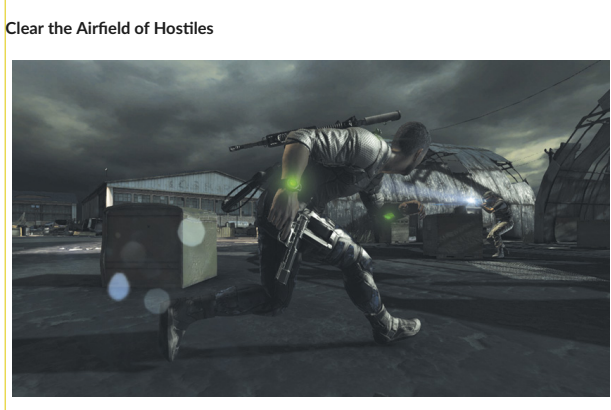
Approaching the loading bay of the Paladin, Briggs asks you if he can get a little shuteye before the next mission. You chide him about having just spent some "downtime" lounging on a beach in Cuba, and now he's in Mexico. What does he need with sleep? Briggs points out getting strafed by a patrol boat isn't his idea of R & R.

Walking up the ramp, you both see Grim coming toward you, chambering a round in a pistol. You're hoping she has information regarding the ship the Engineers hijacked, but it's something a bit more alarming. The airfield staff just packed up and left five minutes ago—no warning, no word. Sounds like there's a fight headed your way. Grim was unable to get the UAV Drone out for aerial surveillance because someone's jamming the video feed.



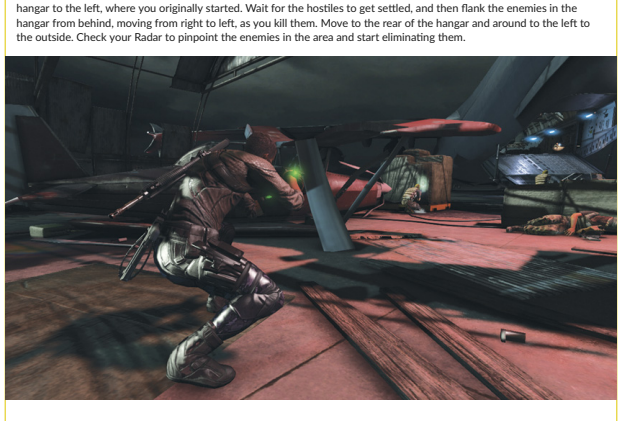
Out of nowhere, shots pierce the air, striking the interior of the plane. Whoever replaced the staff, they aren't keen on making light conversation. As it turns out, hostiles are converging on your location, taking cover inside an old airplane hangar behind you, its front and back wide open. You arrange for the crew aboard the Paladin to provide cover fire and drop as many men as they can. Before you can leave, you have to kill all of them.

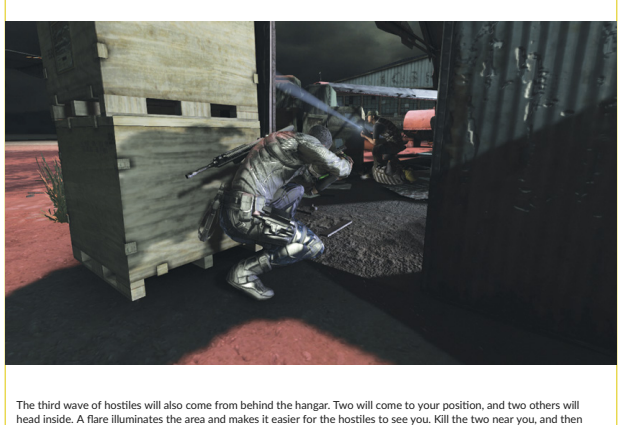
Clear the Airfield of Hostiles



Head down the ramp and exit the plane, moving quickly to the right side of the hangar in front of you. Check your Radar; the first hostile is a High Value Target. Tag him and bag him, and then circle around behind the hangar and attack the other hostiles from behind. Start with the one on your left, and then systematically work your way through the hangar interior. The last hostile is outside the hangar to your right, taking cover behind a wooden crate.

From your position, move along the outside wall to the rear of the hangar, checking your Radar. The second wave of enemies will be coming from the back. Half will take cover inside the hangar, while the rest will take cover outside the hangar to the left, where you originally started. Wait for the hostiles to get settled, and then flank the enemies in the hangar from behind, moving from right to left, as you kill them. Move to the rear of the hangar and around to the left to the outside. Check your Radar to pinpoint the enemies in the area and start eliminating them.

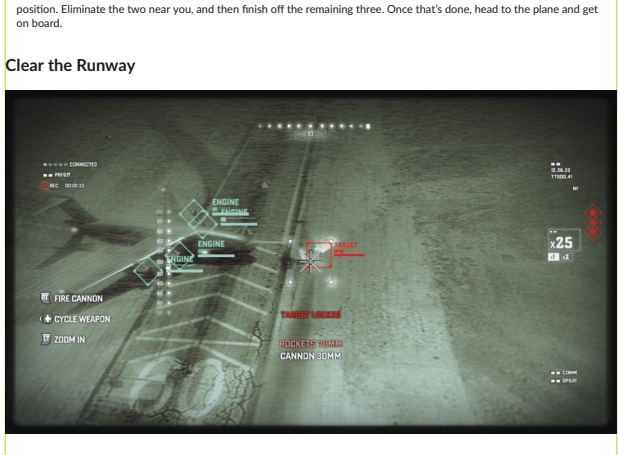


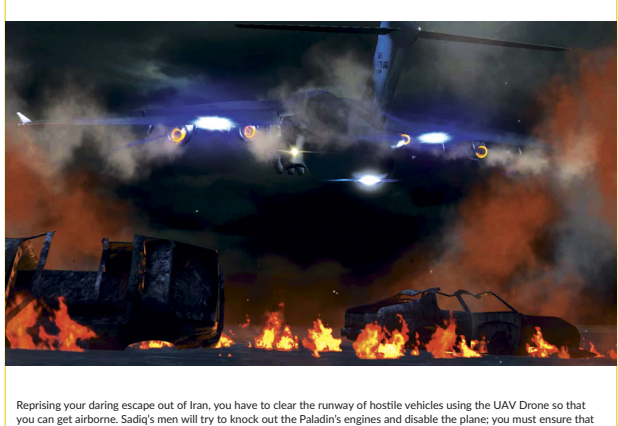


The third wave of hostiles will also come from behind the hangar. Two will come to your position, and two others will head inside. A flare illuminates the area and makes it easier for the hostiles to see you. Kill the two near you, and then take cover next to the doorway nearby and take down the two inside.

As you're eliminating the last two threats, a fourth and final wave comes in from your right, on the other side of the hangar. Five hostiles join the fight, with three taking cover inside the hangar and two running to take cover near your position. Eliminate the two near you, and then finish off the remaining three. Once that's done, head to the plane and get on board.

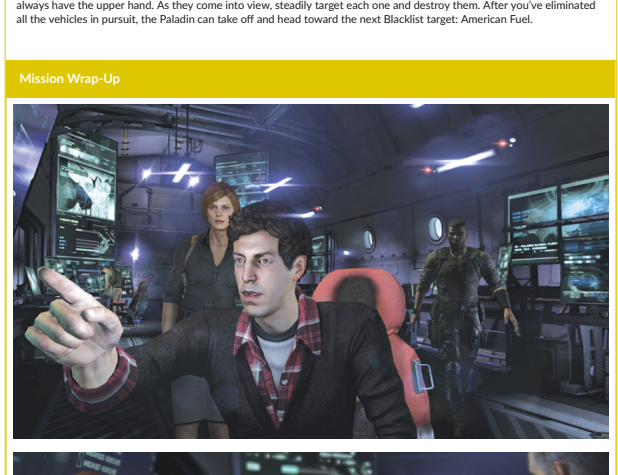
Clear the Runway

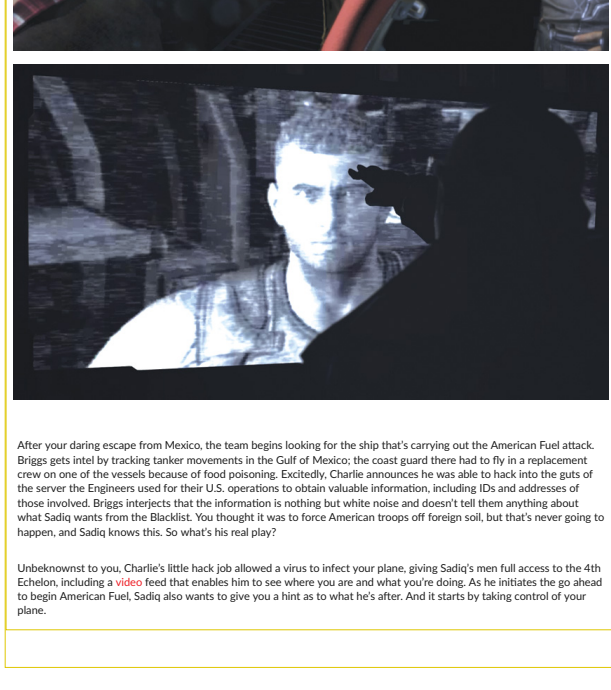




Reprising your daring escape out of Iran, you have to clear the runway of hostile vehicles using the UAV Drone so that you can get airborne. Sadiq's men will try to knock out the Paladin's engines and disable the plane; you must ensure that this does not happen. Grim gives assistance by alerting you which direction the vehicles are coming from, so you will always have the upper hand. As they come into view, steadily target each one and destroy them. After you've eliminated all the vehicles in pursuit, the Paladin can take off and head toward the next Blacklist target: American Fuel.

Mission Wrap-Up





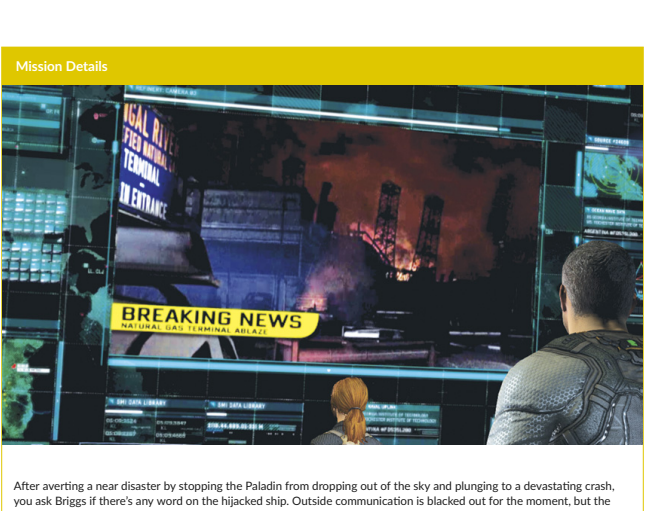
After your daring escape from Mexico, the team begins looking for the ship that's carrying out the American Fuel attack. Briggs gets intel by tracking tanker movements in the Gulf of Mexico; the coast guard there had to fly in a replacement crew on one of the vessels because of food poisoning. Excitedly, Charlie announces he was able to hack into the guts of the server the Engineers used for their U.S. operations to obtain valuable information, including IDs and addresses of those involved. Briggs interjects that the information is nothing but white noise and doesn't tell them anything about what Sadiq wants from the Blacklist. You thought it was to force American troops off foreign soil, but that's never going to happen, and Sadiq knows this. So what's his real play?

Unbeknownst to you, Charlie's little hack job allowed a virus to infect your plane, giving Sadiq's men full access to the 4th Echelon, including a video feed that enables him to see where you are and what you're doing. As he initiates the go ahead to begin American Fuel, Sadiq also wants to give you a hint as to what he's after. And it starts by taking control of your plane.

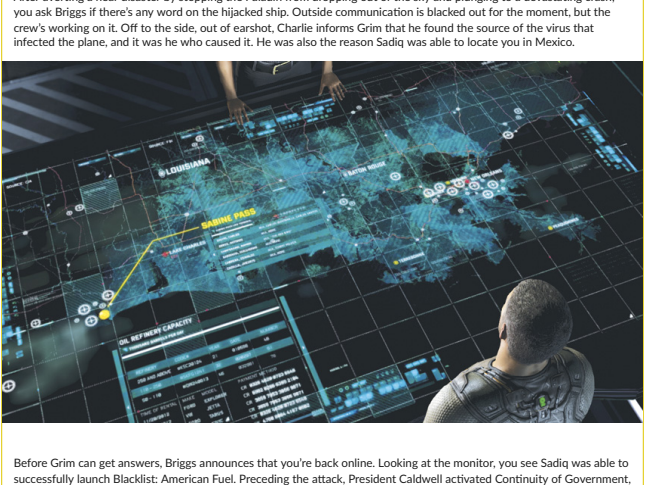
Campaign

Mission 9: LNG Terminal Sabine Pass, USA

Mission Details

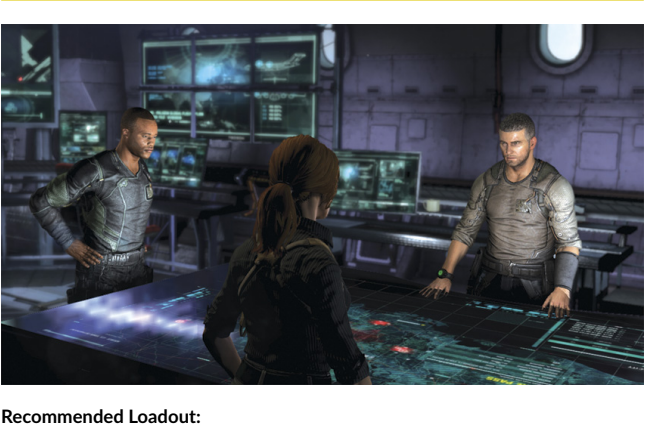


After averting a near disaster by stopping the Paladin from dropping out of the sky and plunging to a devastating crash, you ask Briggs if there's any word on the hijacked ship. Outside communication is blacked out for the moment, but the crew's working on it. Off to the side, out of earshot, Charlie informs Grim that he found the source of the virus that infected the plane, and it was he who caused it. He was also the reason Sadiq was able to locate you in Mexico.



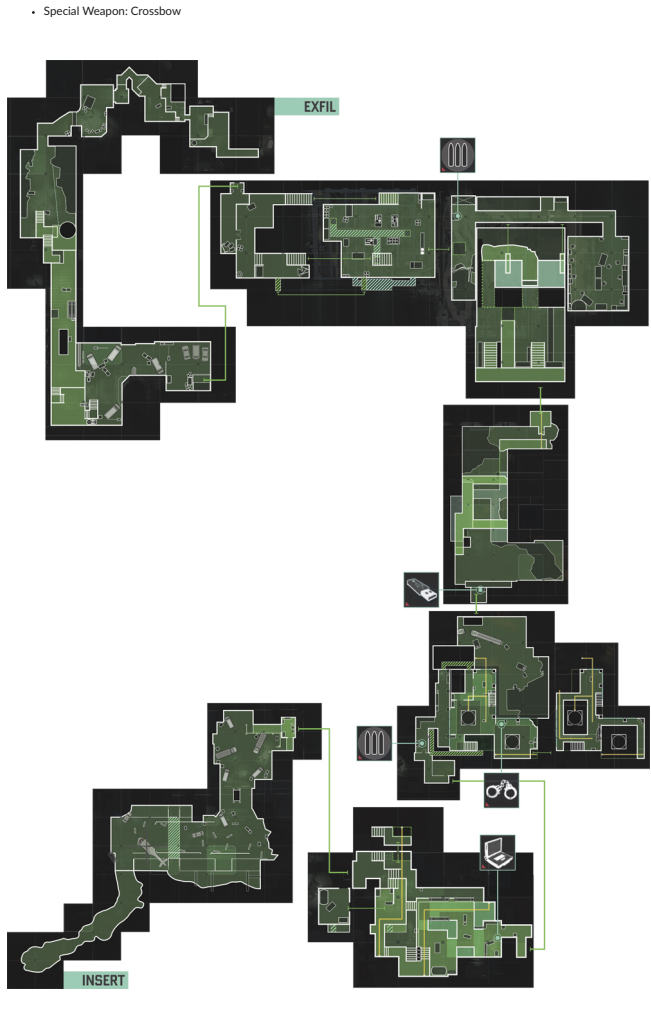
Before Grim can get answers, Briggs announces that you're back online. Looking at the monitor, you see Sadiq was able to successfully launch Blacklist: American Fuel. Preceding the attack, President Caldwell activated Continuity of Government, gathering all the top military minds and heads of government to a secluded bunker. Intel shows a natural gas tanker was used in the attack, which was aimed at Sabine Pass in Louisiana, the biggest fuel facility on the Gulf Coast. Right before the tanker hit, the Engineers unleashed a computer virus exactly like the one they used against the Paladin, disabling everything, including security and fail-safe systems. Worse still, they infected the systems at all the fuel facilities along the coast. It's up to you to stop the spreading fire before they all go up one-by-one.

Objectives: Assist the SEALs, Protect First Responders, Restore Suppression System, Capture the Engineer Leader

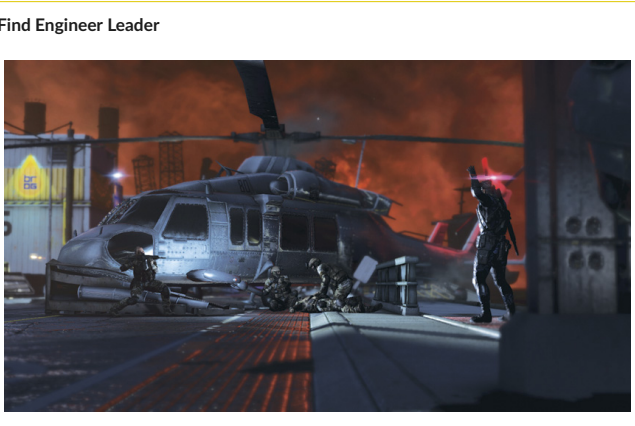


Recommended Loadout:

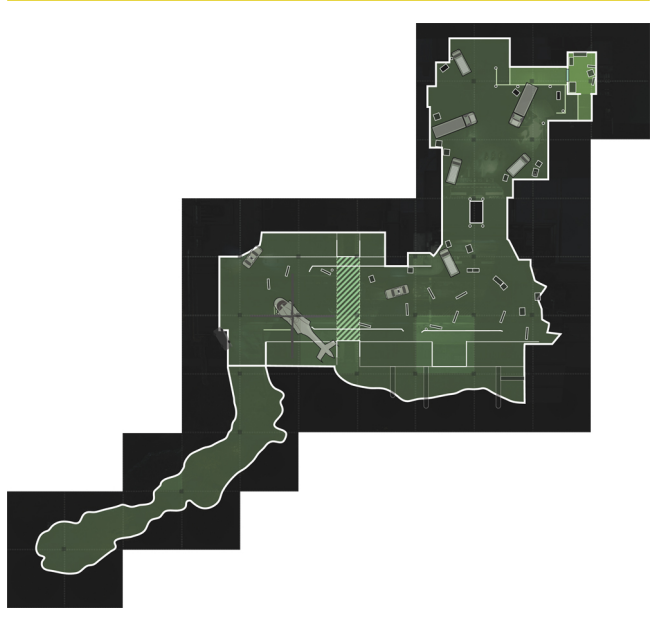
- Gadgets: Flashbang, Smoke Grenade
- Goggles: Sonar Pulse
- Ops Suit: Nanopolymer Coating (Torso), Stealth Nanofiber (Boots)
- Pistol: 5.7 USG with Armor Piercing Ammo and Holo Sight Optics
- Alternate Weapon: SR-25 Sniper Rifle with Extended Mag and Armor Piercing Ammo
- Special Weapon: Crossbow

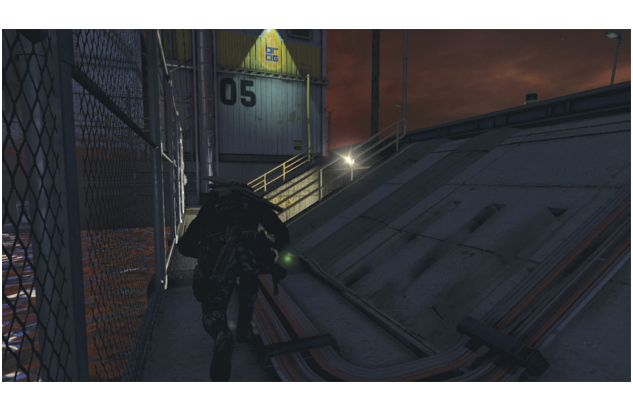


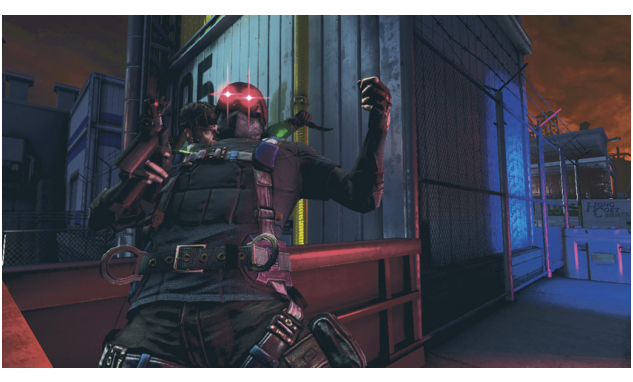
Find Engineer Leader

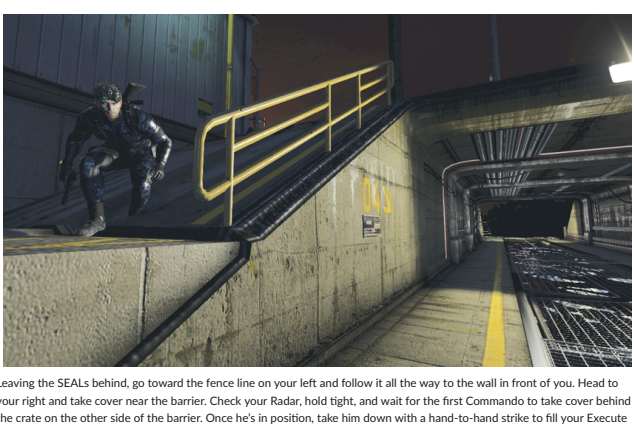


After hitting the ground in Louisiana, follow the waypoint marker and rendezvous with the Navy SEALs near their downed chopper. As you approach you see the soldiers are in an intense firefight with the Engineers. You signal to the commander that you're a friendly, hoping to verify your claim by responding to him using a military countersign. Despite this, he's still skeptical and keeps his assault rifle pointed at you. You ask him to put his weapon down, that you're only here to help. Rightly so, he's still doubtful of your identity, wondering where you came from, and you tell him you're "off the books." The commander explains he and his men were sent to the Gulf to stop the fuel tanker, but they were sent too late. They arrived after the tanker exploded, and then followed the insurgents to their current location. He laments they almost had the leader, but then all hell broke loose. You alert Grim that there's a high-value Engineer target on the ground, and you need his location.

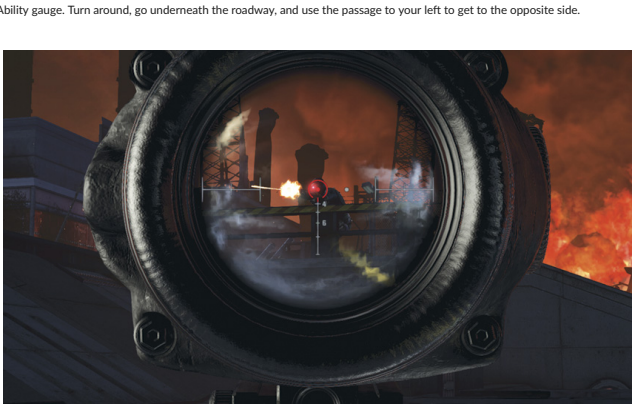


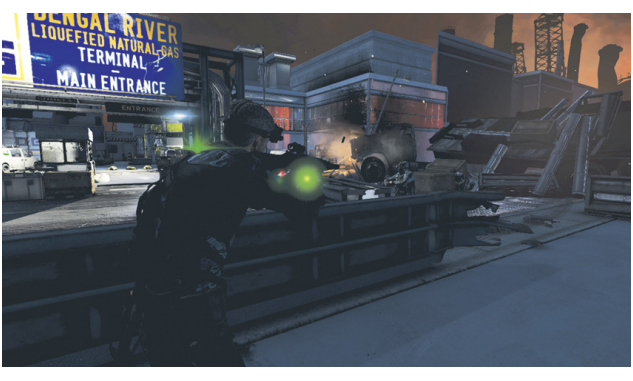


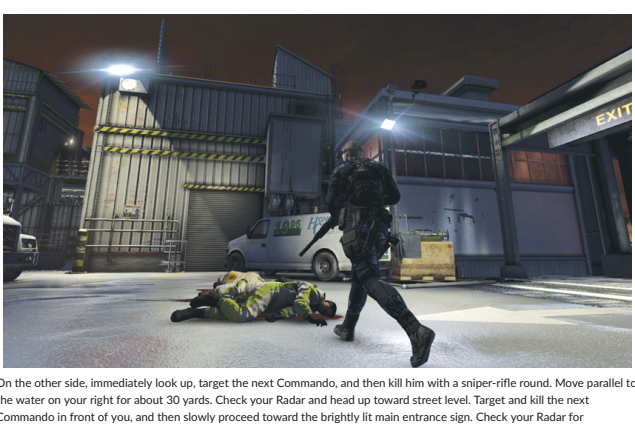




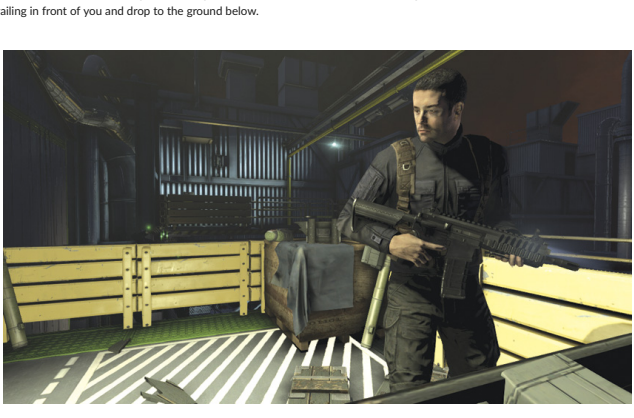
Leaving the SEALs behind, go toward the fence line on your left and follow it all the way to the wall in front of you. Head to your right and take cover near the barrier. Check your Radar, hold tight, and wait for the first Commando to take cover behind the crate on the other side of the barrier. Once he's in position, take him down with a hand-to-hand strike to fill your Execute Ability gauge. Turn around, go underneath the roadway, and use the passage to your left to get to the opposite side.

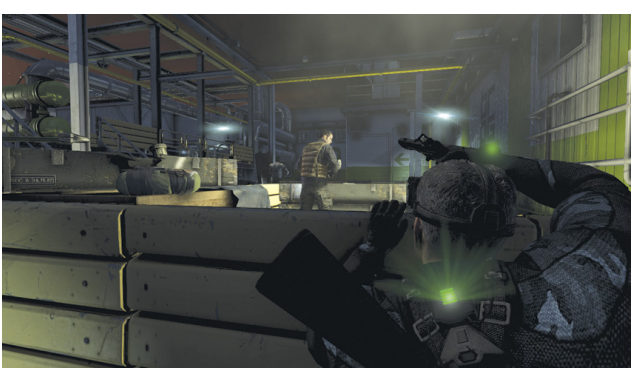


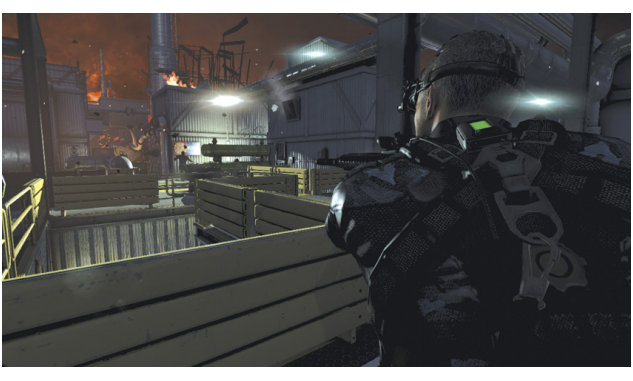


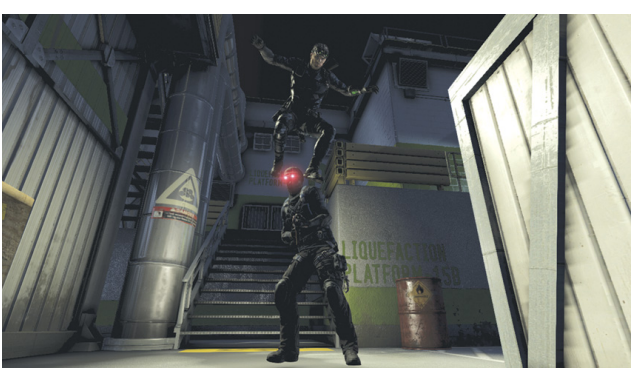


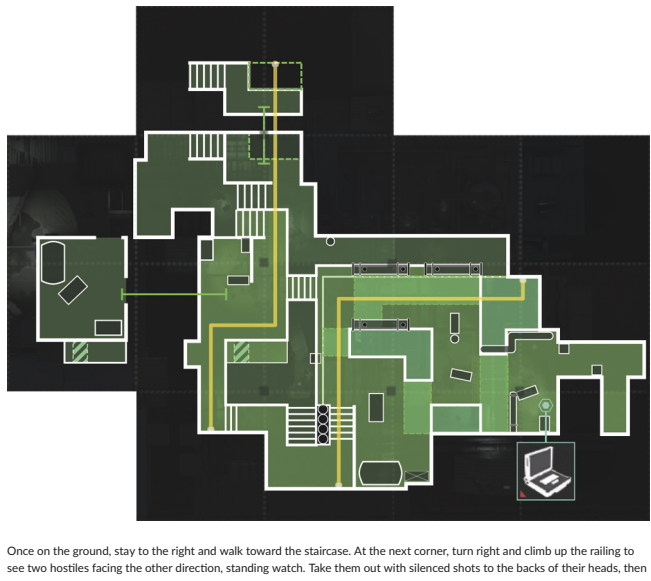
On the other side, immediately look up, target the next Commando, and then kill him with a sniper-rifle round. Move parallel to the water on your right for about 30 yards. Check your Radar and head up toward street level. Target and kill the next Commando in front of you, and then slowly proceed toward the brightly lit main entrance sign. Check your Radar for Commandos and eliminate the three that remain by Marking them and then using your Execute ability. Follow the waypoint marker and enter the terminal. When you reach the dead bodies of three refinery workers, go to your right and scale up the wall in front of you, following the top ledge around to the left. Climb over the railing to the walkway above, then climb over the railing in front of you and drop to the ground below.





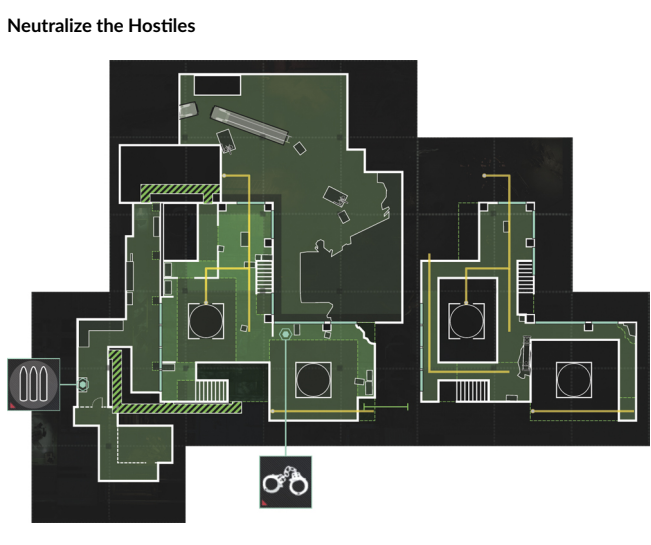


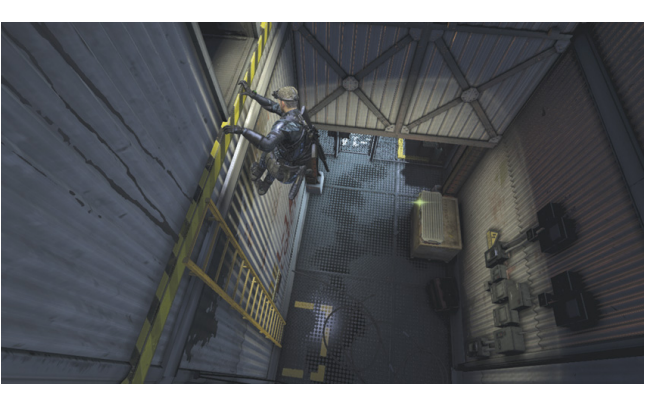


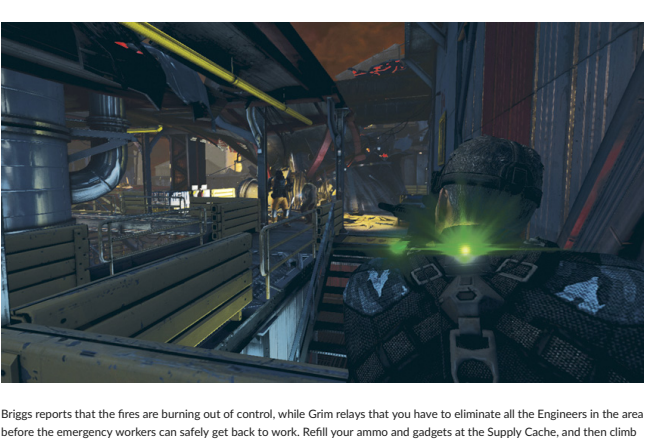


Once on the ground, stay to the right and walk toward the staircase. At the next corner, turn right and climb up the railing to see two hostiles facing the other direction, standing watch. Take them out with silenced shots to the backs of their heads, then drop down and cautiously proceed up the next two staircases. Crouch at the top of the second and eliminate the target to your right. Look directly ahead at your next victim. Kill him and move to your right, taking cover near the railing in front of you. About 20 yards away are a Commando and a Drone Operator. Mark both of them, then use your Execute Ability to finish them off. Next, turn around and climb over the railing behind you. Down below is another Commando on patrol. Wait until he's right underneath you, and then kill him with a Death From Above attack. Once he's dead, head back upstairs to where you felled the Drone Operator and hack the Blacklist Laptop. Continue forward, following your waypoint marker to the next area.

Neutralize the Hostiles



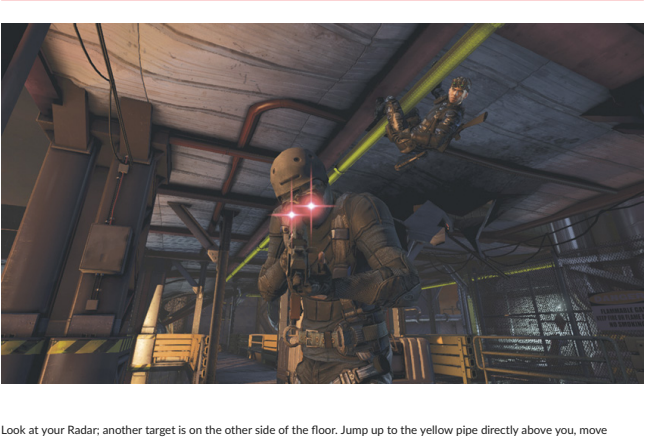




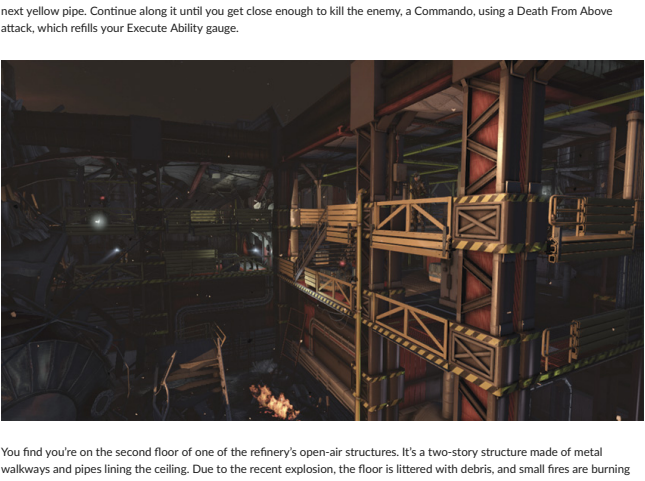
Briggs reports that the fires are burning out of control, while Grim relays that you have to eliminate all the Engineers in the area before the emergency workers can safely get back to work. Refill your ammo and gadgets at the Supply Cache, and then climb up the ladder and into a ventilation system. Snake your way through the vent until you reach the first exit on your left. Just beyond the opening you should see a hostile. Shoot him from inside the vent, and then drop down to the floor in a crouched position, using the railing as cover. Turn slightly to your right and Mark the two enemies arguing, one of whom is a Heavy Infantry soldier, and then use your Execute Ability to kill them.

Caution

Watch out for the small, debris fires along the walkways. Stepping on them will cause minor damage, and you risk alerting enemies to your position with your quick cries of pain.



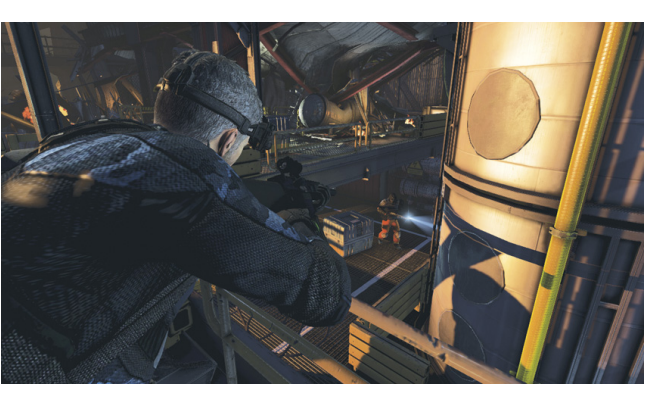
Look at your Radar; another target is on the other side of the floor. Jump up to the yellow pipe directly above you, move toward him, and drop down into a crouch when you reach the pipe's end. Move a couple of feet forward and jump up to the next yellow pipe. Continue along it until you get close enough to kill the enemy, a Commando, using a Death From Above attack, which refills your Execute Ability gauge.

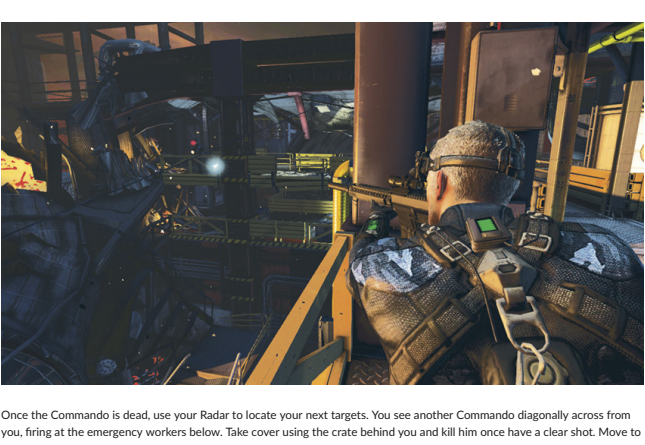


You find you're on the second floor of one of the refinery's open-air structures. It's a two-story structure made of metal walkways and pipes lining the ceiling. Due to the recent explosion, the floor is littered with debris, and small fires are burning throughout. Even more deadly, Engineers are everywhere.

INTEL

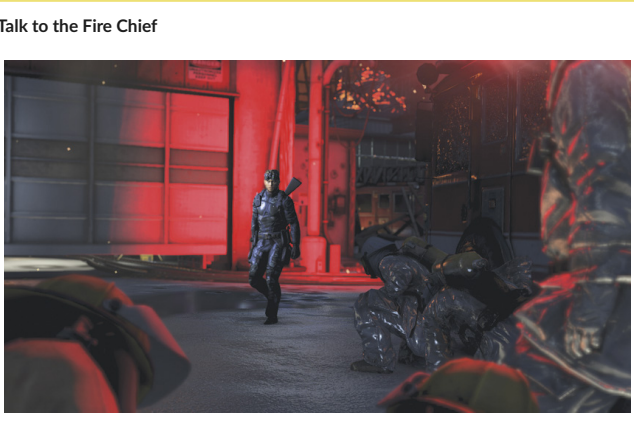
Use your Radar as much as possible while engaging the Engineers. You don't want one to sneak up on you as you move through the structure killing them.



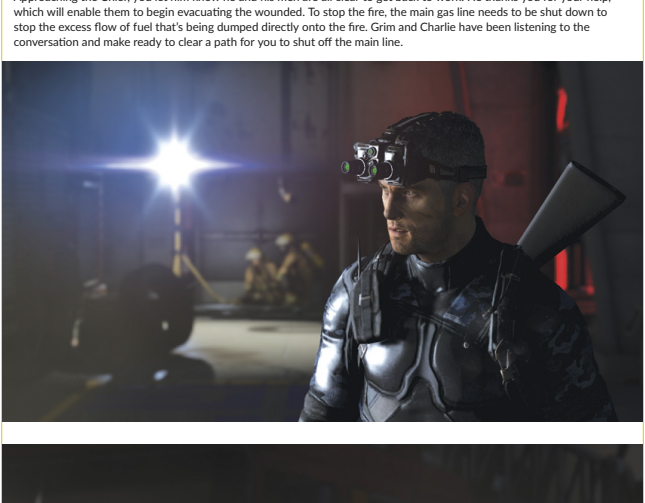


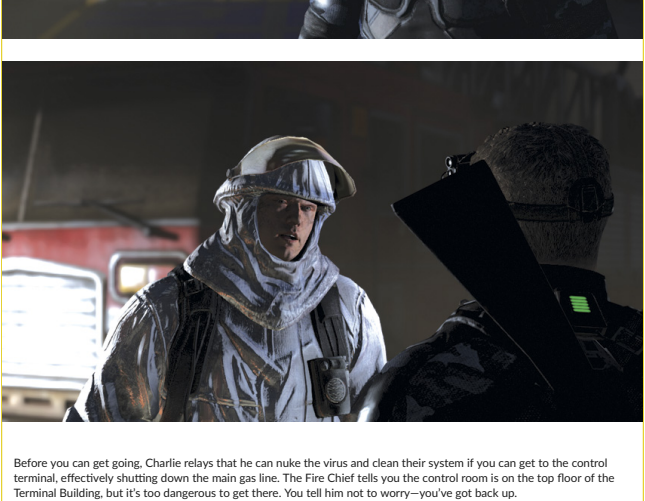
Once the Commando is dead, use your Radar to locate your next targets. You see another Commando diagonally across from you, firing at the emergency workers below. Take cover using the crate behind you and kill him once have a clear shot. Move to the railing to your right, near the middle of the floor, and look down. Your Radar reveals three targets below you. Get in position to Mark all three, then use your Execute Ability to eliminate them. The last hostile remaining is the High Value Target located on the level below you, near where you just killed the others. Go tag him and bag him, then get to the zipline on the second floor and take a ride down to the fire chief.

Talk to the Fire Chief



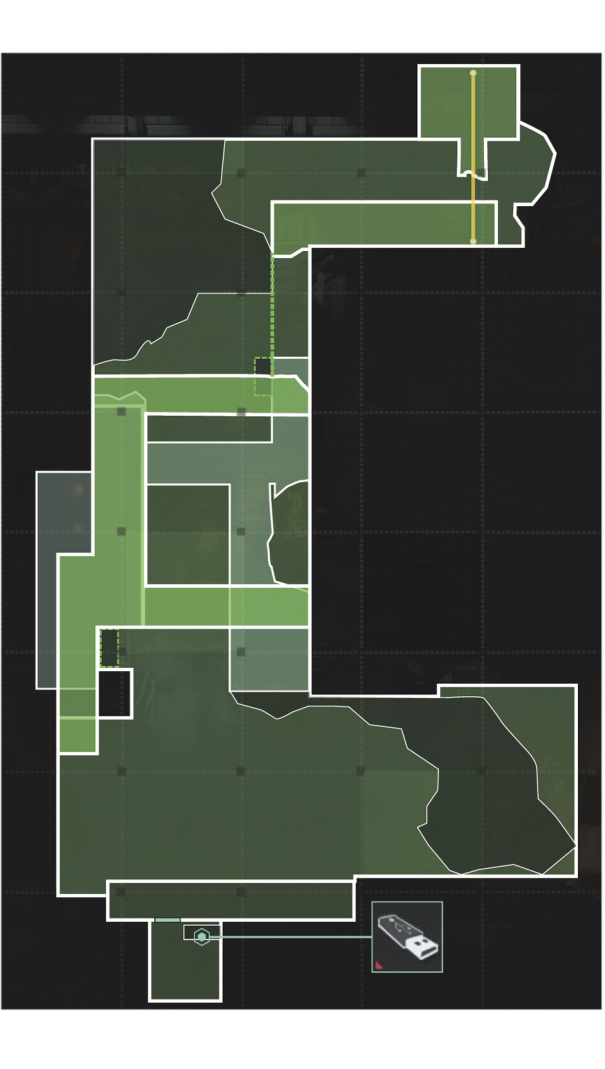
Approaching the Chief, you let him know he and his men are all clear to get back to work. He thanks you for your help, which will enable them to begin evacuating the wounded. To stop the fire, the main gas line needs to be shut down to stop the excess flow of fuel that's being dumped directly onto the fire. Grim and Charlie have been listening to the conversation and make ready to clear a path for you to shut off the main line.

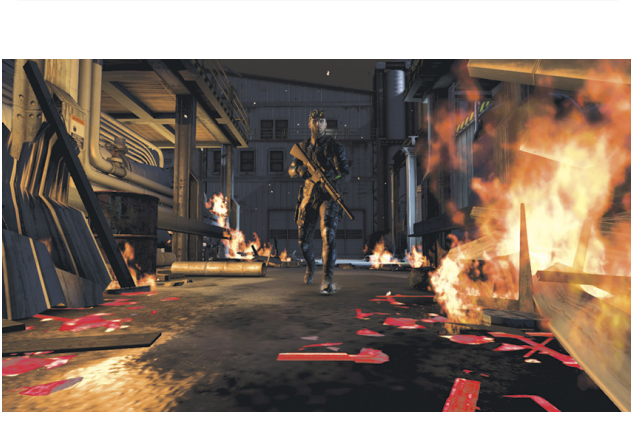


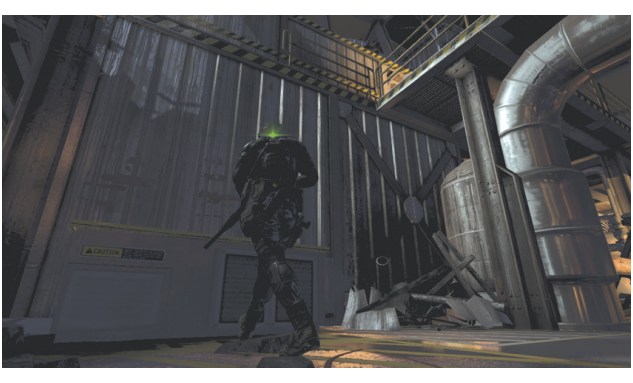


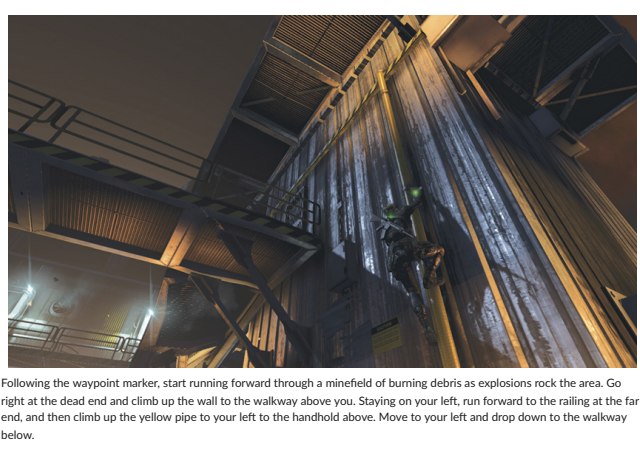
Before you can get going, Charlie relays that he can nuke the virus and clean their system if you can get to the control terminal, effectively shutting down the main gas line. The Fire Chief tells you the control room is on the top floor of the Terminal Building, but it's too dangerous to get there. You tell him not to worry—you've got back up.

Get to the Terminal Building

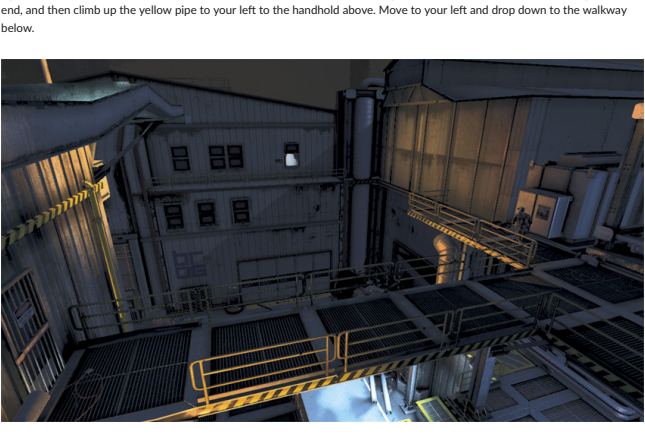


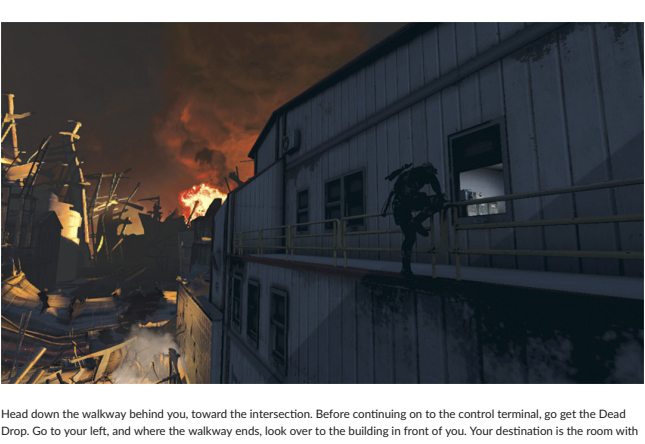




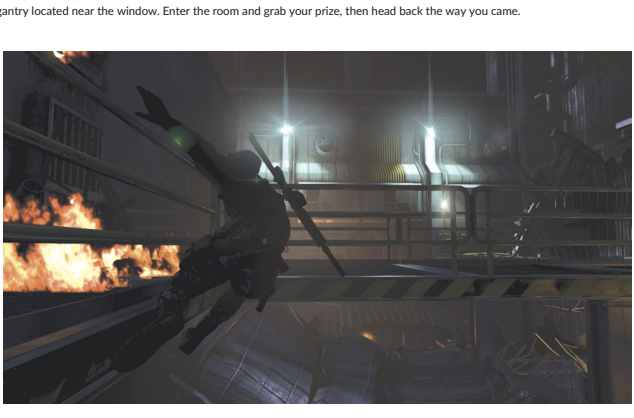


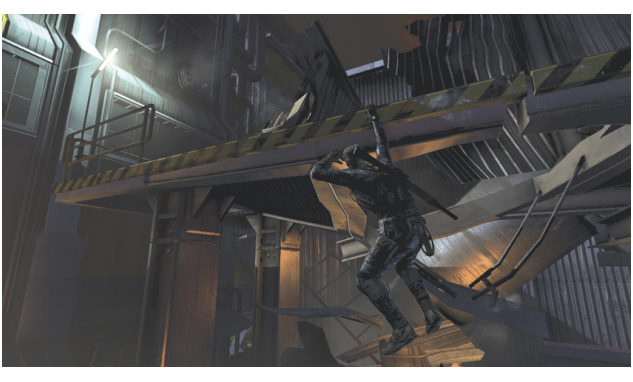
Following the waypoint marker, start running forward through a minefield of burning debris as explosions rock the area. Go right at the dead end and climb up the wall to the walkway above you. Staying on your left, run forward to the railing at the far end, and then climb up the yellow pipe to your left to the handhold above. Move to your left and drop down to the walkway below.

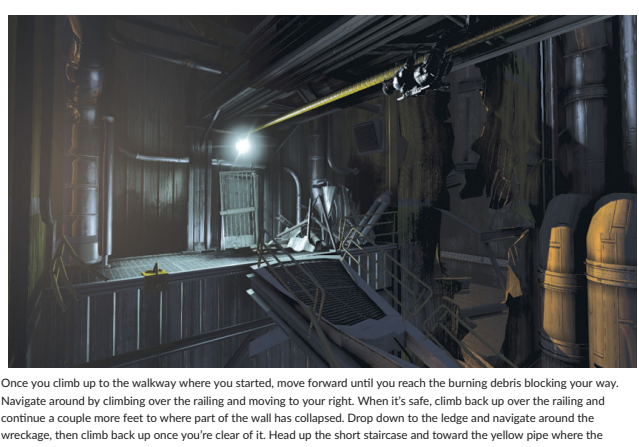




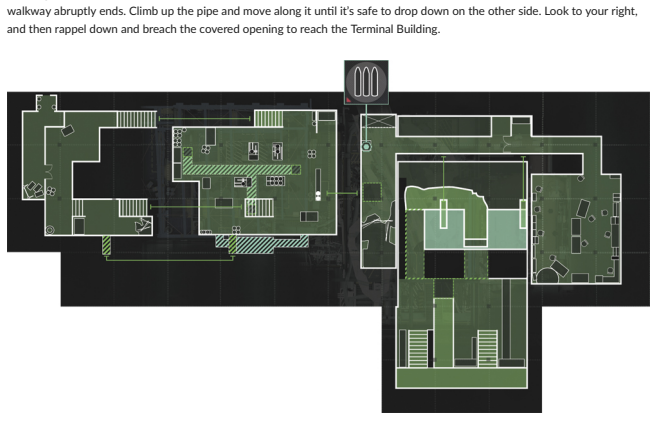
Head down the walkway behind you, toward the intersection. Before continuing on to the control terminal, go get the Dead Drop. Go to your left, and where the walkway ends, look over to the building in front of you. Your destination is the room with the light coming from the window. Climb over the railing, drop down to the handhold, and move to your left until you reach the gantry located near the window. Enter the room and grab your prize, then head back the way you came.

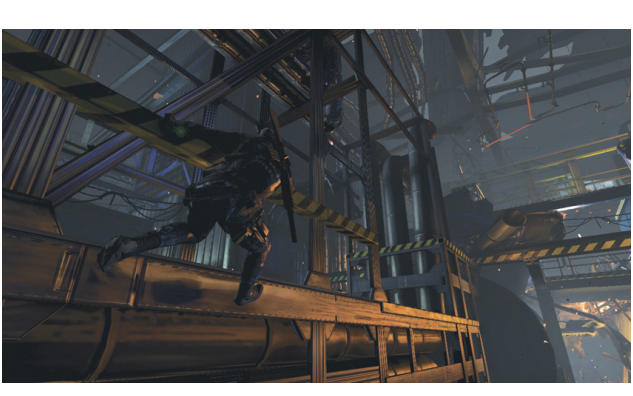


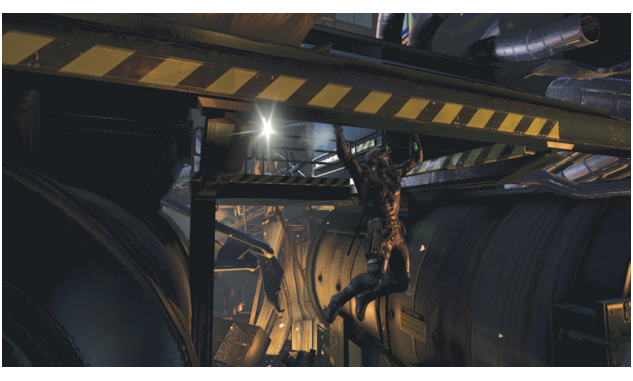


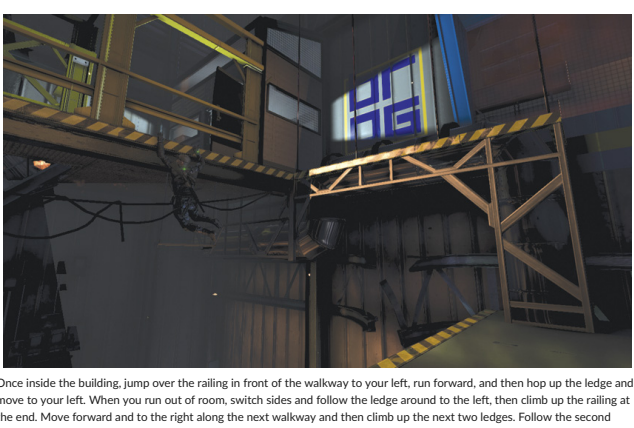


Once you climb up to the walkway where you started, move forward until you reach the burning debris blocking your way. Navigate around by climbing over the railing and moving to your right. When it's safe, climb back up over the railing and continue a couple more feet to where part of the wall has collapsed. Drop down to the ledge and navigate around the wreckage, then climb back up once you're clear of it. Head up the short staircase and toward the yellow pipe where the walkway abruptly ends. Climb up the pipe and move along it until it's safe to drop down on the other side. Look to your right, and then rappel down and breach the covered opening to reach the Terminal Building.

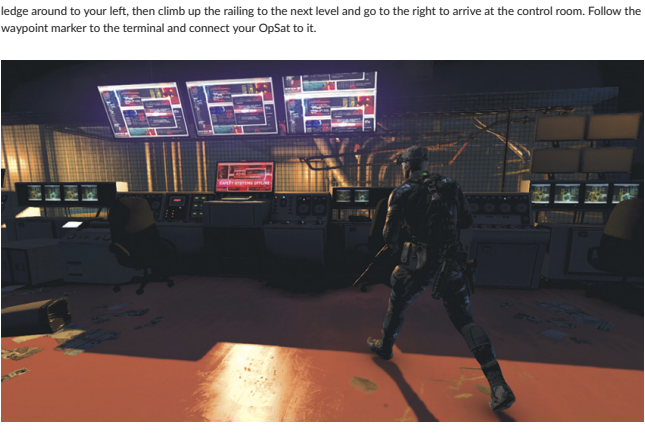


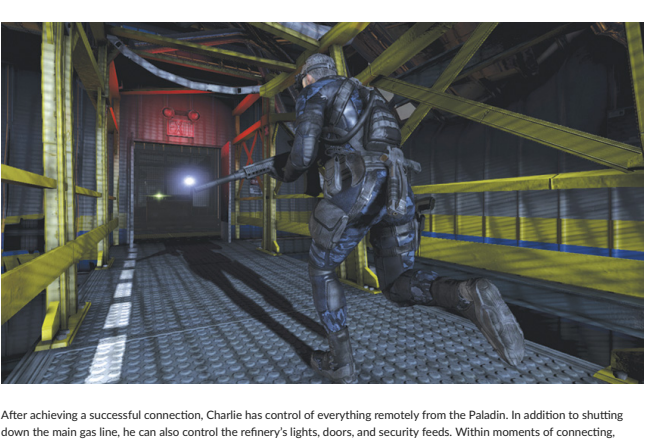




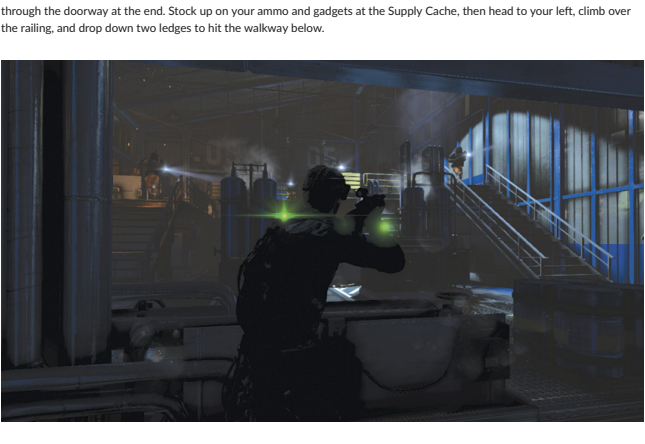


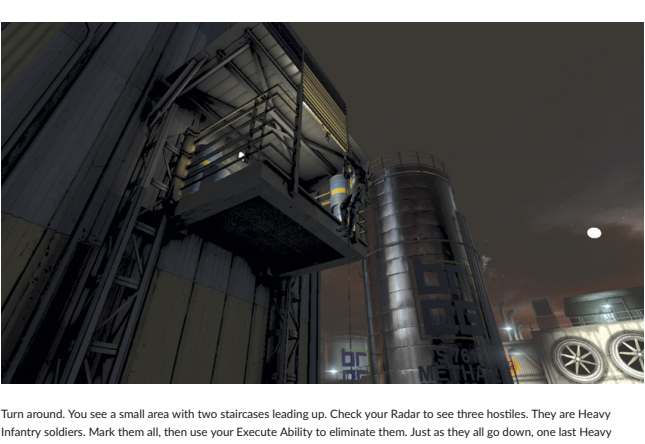
Once inside the building, jump over the railing in front of the walkway to your left, run forward, and then hop up the ledge and move to your left. When you run out of room, switch sides and follow the ledge around to the left, then climb up the railing at the end. Move forward and to the right along the next walkway and then climb up the next two ledges. Follow the second ledge around to your left, then climb up the railing to the next level and go to the right to arrive at the control room. Follow the waypoint marker to the terminal and connect your OpSat to it.





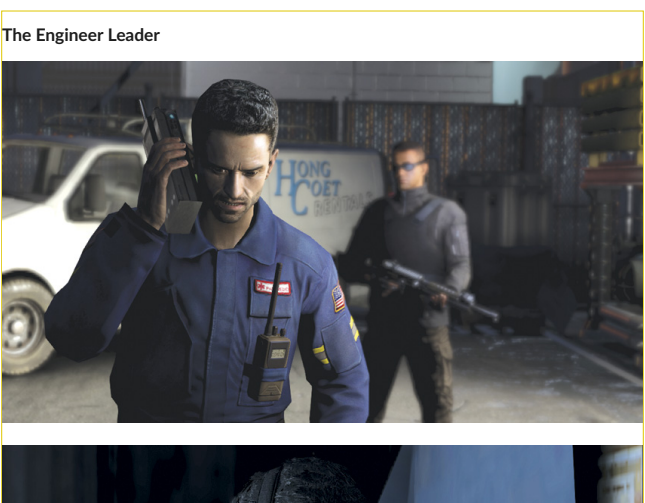
After achieving a successful connection, Charlie has control of everything remotely from the Paladin. In addition to shutting down the main gas line, he can also control the refinery's lights, doors, and security feeds. Within moments of connecting, Charlie gets the location of the Engineer Leader, who's disguising himself as a paramedic. Grim sends his location to your OpSat so that you can go get him. Head back the way you came, and when you get to the walkway, run forward and go through the doorway at the end. Stock up on your ammo and gadgets at the Supply Cache, then head to your left, climb over the railing, and drop down two ledges to hit the walkway below.

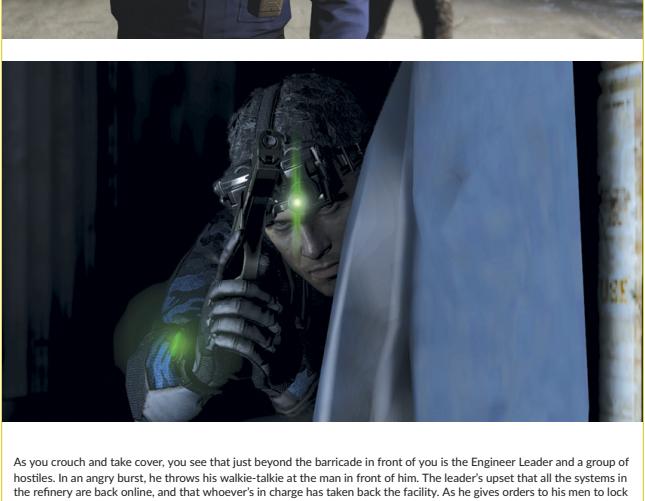




Turn around. You see a small area with two staircases leading up. Check your Radar to see three hostiles. They are Heavy Infantry soldiers. Mark them all, then use your Execute Ability to eliminate them. Just as they all go down, one last Heavy comes into view up to your left. Kill him with a headshot. After he's dead, walk up either staircase and turn right at the next hallway, following it to the end and out the doorway. Take the Fast Rope down to ground level for a rendezvous with the Engineer Leader.

The Engineer Leader



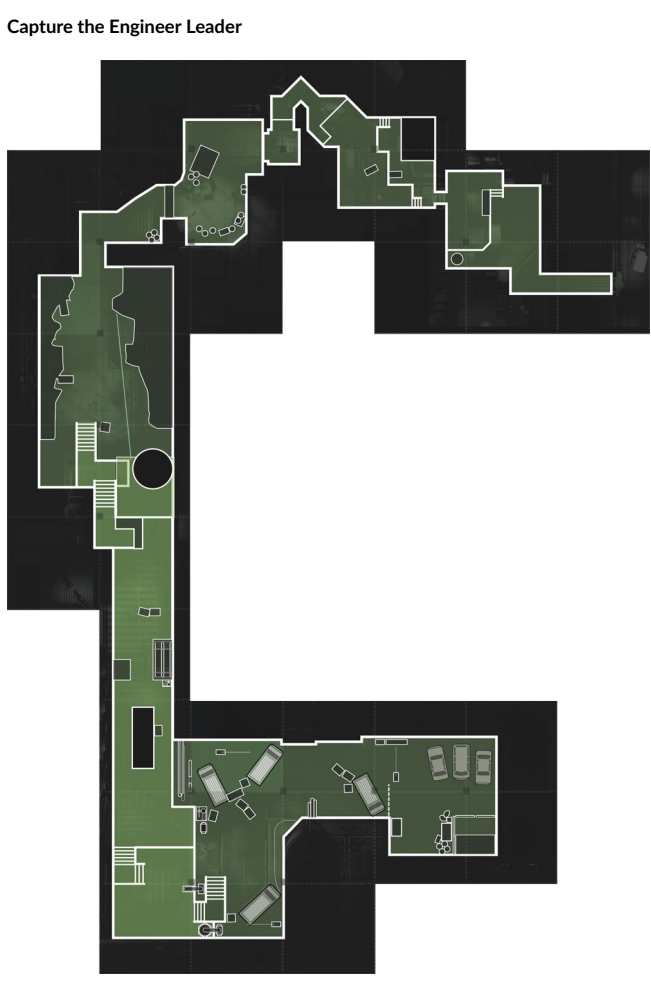


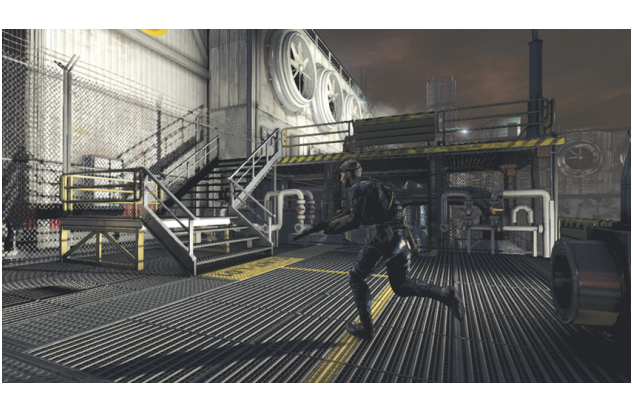
As you crouch and take cover, you see that just beyond the barricade in front of you is the Engineer Leader and a group of hostiles. In an angry burst, he throws his walkie-talkie at the man in front of him. The leader's upset that all the systems in the refinery are back online, and that whoever's in charge has taken back the facility. As he gives orders to his men to lock the area down and provide him updates by the minute, you leave cover and move in.

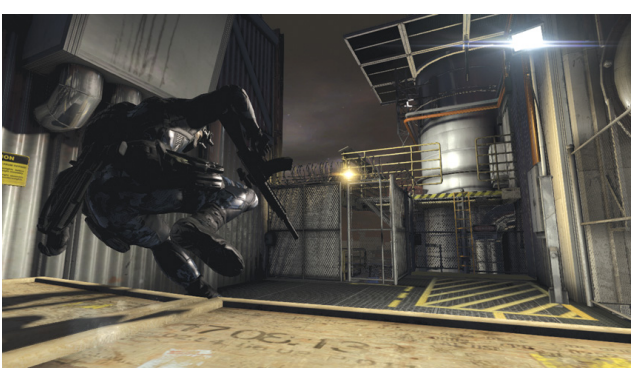
INTEL

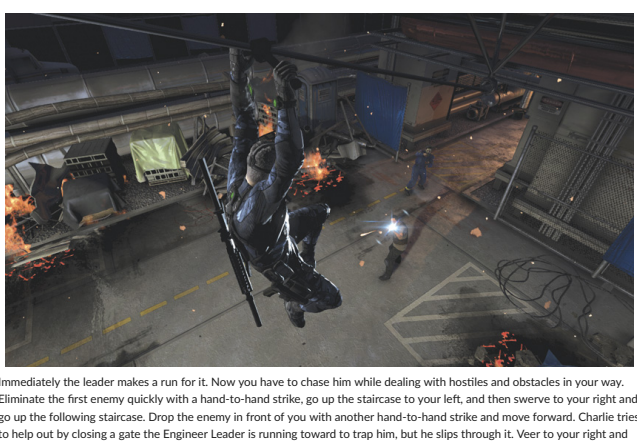
While chasing the Engineer Leader, and unless otherwise noted, use hand-to-hand strikes, resulting in kills, to eliminate any hostiles in your way.

Capture the Engineer Leader

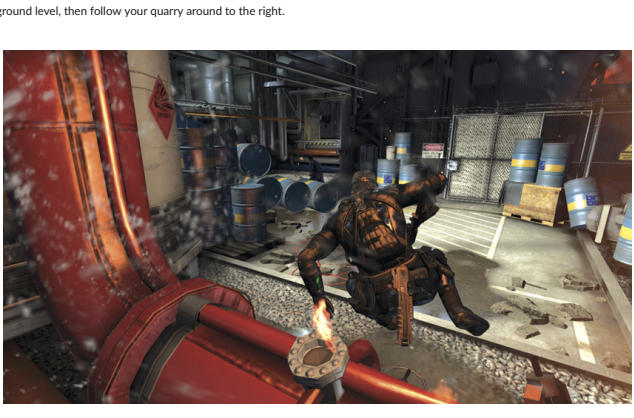


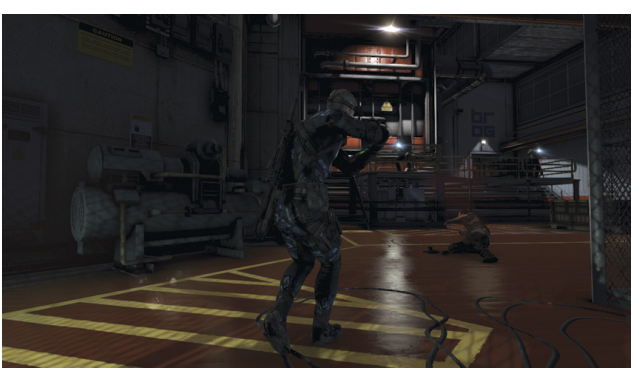


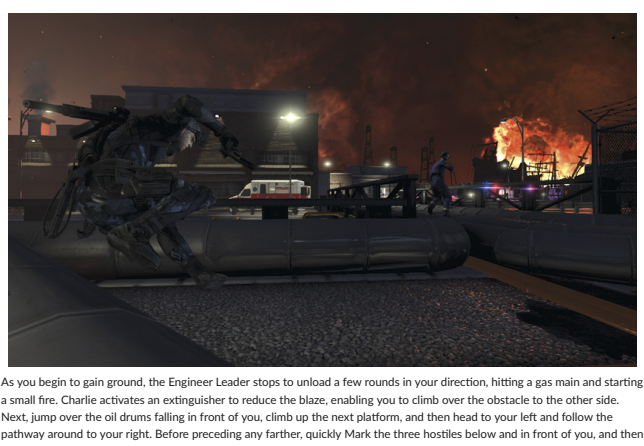




Immediately the leader makes a run for it. Now you have to chase him while dealing with hostiles and obstacles in your way. Eliminate the first enemy quickly with a hand-to-hand strike, go up the staircase to your left, and then swerve to your right and go up the following staircase. Drop the enemy in front of you with another hand-to-hand strike and move forward. Charlie tries to help out by closing a gate the Engineer Leader is running toward to trap him, but he slips through it. Veer to your right and go up the ladder. At the top, use the zipline to continue the chase. At the end of the ride, drop down and kill the hostile at ground level, then follow your quarry around to the right.

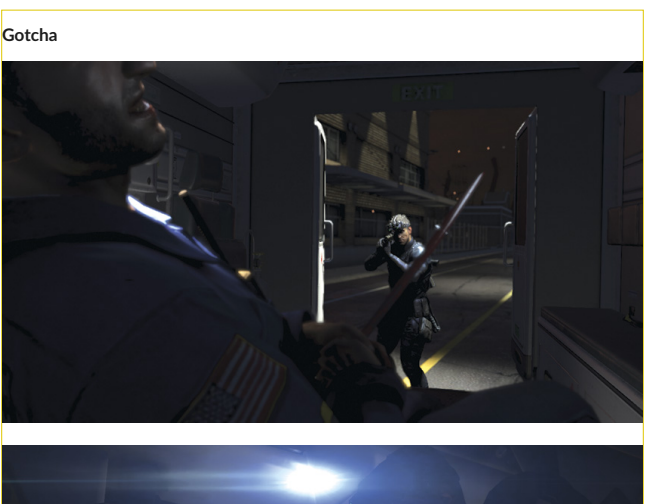


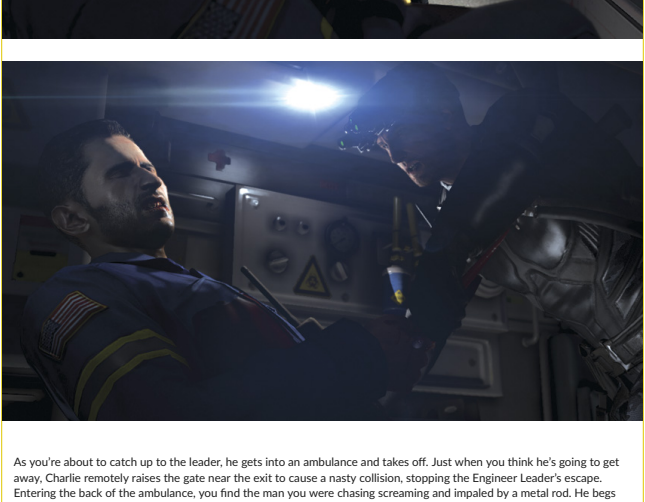




As you begin to gain ground, the Engineer Leader stops to unload a few rounds in your direction, hitting a gas main and starting a small fire. Charlie activates an extinguisher to reduce the blaze, enabling you to climb over the obstacle to the other side. Next, jump over the oil drums falling in front of you, climb up the next platform, and then head to your left and follow the pathway around to your right. Before preceding any farther, quickly Mark the three hostiles below and in front of you, and then drop down to the ground. When the icons above their heads turn red, use your Execute Ability to kill them and continue the chase.

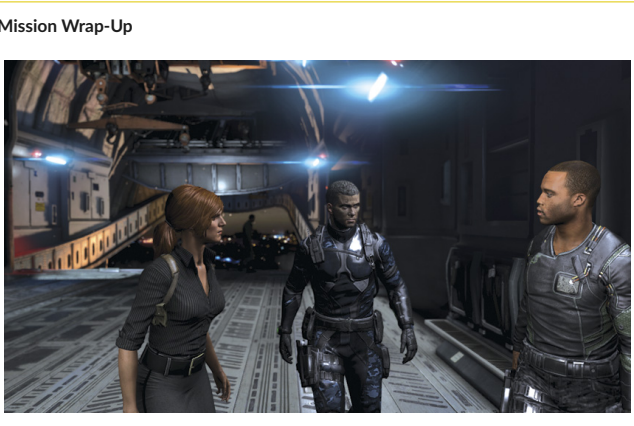
Gotcha





As you're about to catch up to the leader, he gets into an ambulance and takes off. Just when you think he's going to get away, Charlie remotely raises the gate near the exit to cause a nasty collision, stopping the Engineer Leader's escape. Entering the back of the ambulance, you find the man you were chasing screaming and impaled by a metal rod. He begs for your help, but you want him to help you first by telling you Sadiq's plan. He says you are too late. When the president activated Continuity of Government to gather at the bunker in Denver, Sadiq was waiting for them. After you've made your choice to let him live or kill him, it's back to the Paladin.

Mission Wrap-Up

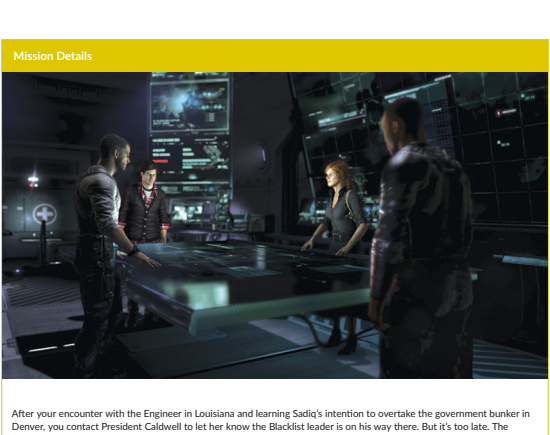


Once aboard the plane, you ask if the team has been able to raise the president and Grim says that they're still trying. Briggs tells you that the SEAL team is fine and that the Paladin will be back in the air in about 20 minutes. Charlie tries to tell you he was the person who allowed the virus to infect the Paladin as well as the person who enabled Sadiq to find you in Mexico, but Grim cuts him off because she doesn't want you to throw Charlie off the plane. When he wonders why Grim is protecting him, she explains to Charlie that he's part of the team, and valuable part at that, no matter what personal grievances she has against him. If Sadiq is going to be stopped, she's going to need Charlie's help.

Campaign

Mission 10: Site F Denver, USA

Mission Details

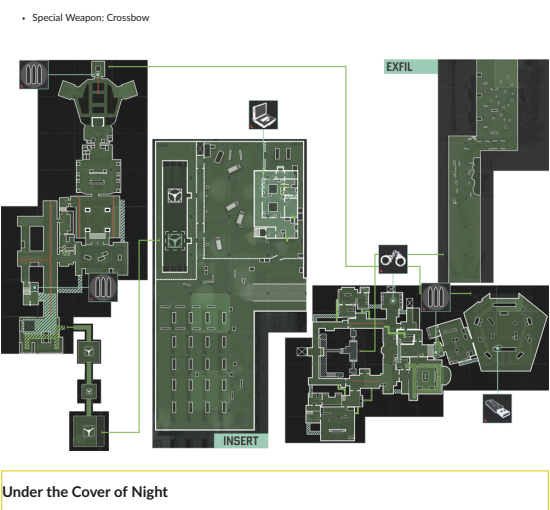


After your encounter with the Engineer in Louisiana and learning Sadiq's intention to overtake the government bunker in Denver, you contact President Caldwell to let her know the Blacklist leader is on his way there. But it's too late. The president tells you Sadiq is already there, and she's preparing to negotiate with the terrorist. You know it's a trap, but you can't convince her otherwise. She tells you not to come to Site F, to stand down. You cut communications. You know you have to get to Denver and take out Sadiq, but you can't do it on your own. As you gather around the command station, you look each person in their eyes—Grim, Briggs, and Charlie. One by one they pledge their support. Go to Denver!

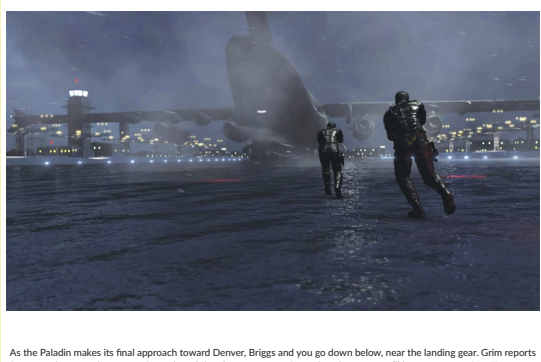
Objectives: Cut Power to Fans, Shut Down Control Systems, Capture Sadiq

Recommended Loadout:

- Gadgets: Sticky Noisemaker, Flashbang, Tear Gas
- Goggles: Sonar Pulse
- Ops Suit: Nanopolymer Coating (Torso), Covert (Gloves), Nanopolymer Coating (Pants), Nanopolymer Coating (Boots)
- Pistol: 5.7 USG with Armor Piercing Ammo and Holo Sight Optics
- Alternate Weapon: SR-25 Sniper Rifle with Extended Mag and Armor Piercing Ammo
- Special Weapon: Crossbow

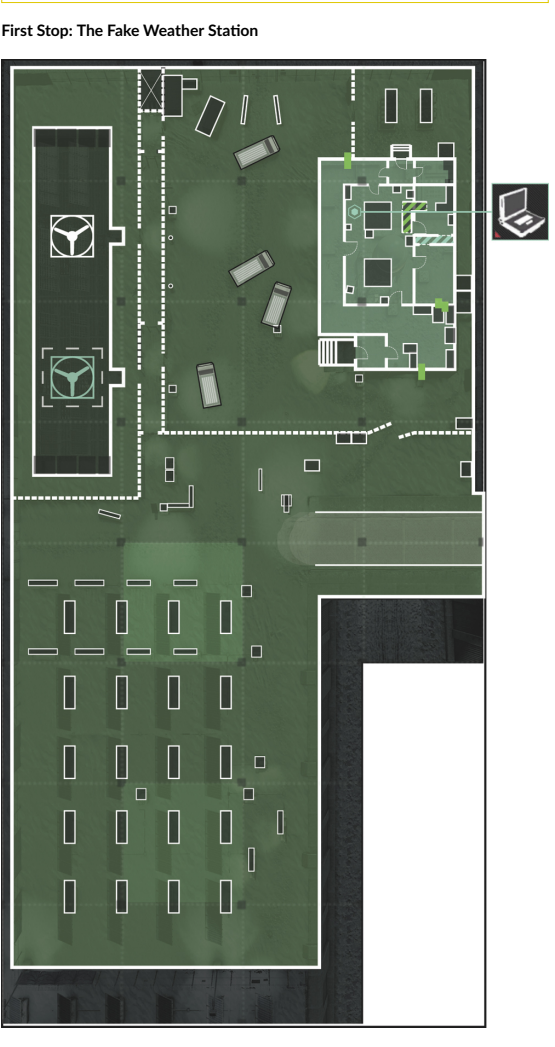


Under the Cover of Night



As the Paladin makes its final approach toward Denver, Briggs and you go down below, near the landing gear. Grim reports forces on the ground are preparing to board the plane as soon as it touches down, so you'll have to get out fast. To stop Sadiq's plan, you will have to attach flash drives encoded with a virus given to you by Charlie to four systems within the bunker. Once that's complete, the bunker will be locked down. You also have a lead on Sadiq's real target: When Continuity of Government was triggered, all key government and military intel was backed up to the bunker. He's wants that information. Since the terrorists may be monitoring radio traffic, you tell Grim and Charlie to avoid getting in touch with the president, despite what you learned. As soon as the wheels of the plane touch down, Briggs and you jump out.

First Stop: The Fake Weather Station

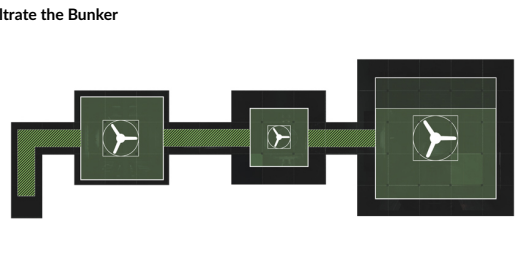


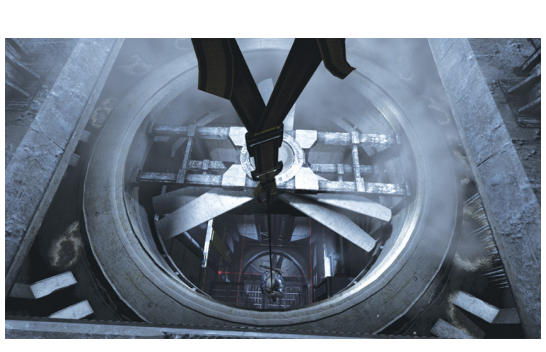
Make your way through a hole in a fence; you are in an area with four rows of solar panels. Drop into a crouch and head to your left until you're between the third and fourth rows, and then turn and head toward the fake weather station. About 50 yards down is a Heavy Infantry soldier patrolling the grounds, and beyond him on top of the station are three snipers standing watch. Make sure you're not in their line of sight and kill the Heavy.

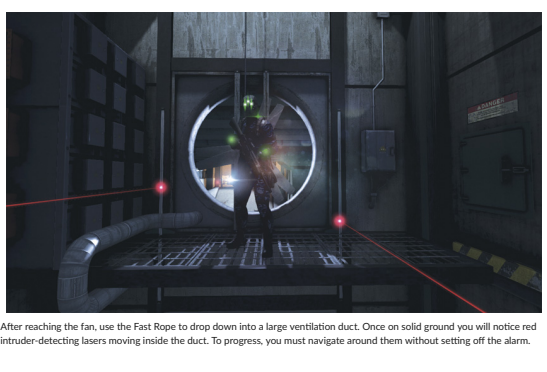
Staying crouched, continue to the fence in front of you and go through the opening. Use the low wall next to you as cover, move all the way to the back of the fence line, and go through the opening to your right. Another Heavy Infantry soldier is patrolling the grounds here. Hunt him down and kill him, and then head to the back of the building and climb up the ladder to the roof to deal with the snipers. One is on the roof's opposite side, while the other two are along the right side. Move forward and equip your Tear Gas grenade, then throw the grenade between the two snipers who are close together. Sprint toward them and use hand-to-hand strikes to kill them, and quickly shoot the other sniper. Now it's time to shut down the fans.

Go back down the way you came, and enter the building through the back door next to the ladder. Once inside, close the door behind you and check your Radar. Three more hostiles are between you and your goal. Make sure none of them are close by, crouch down, and open the door to your right. Look into the next room; you see all three men are standing near a computer station. Mark them and then unleash your Execute Ability to kill them all. Head to the console and shut down the fans, and then hack into the Blacklist Laptop, which also happens to be in the room. Exit the weather station through the front entrance and continue across the courtyard to the fence in front of you. Go through the two openings, following your waypoint marker, to your next destination.

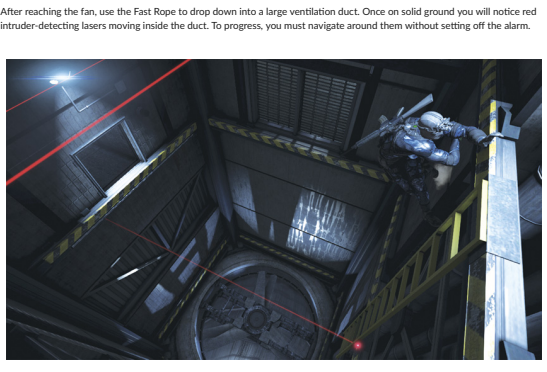
Infiltrate the Bunker

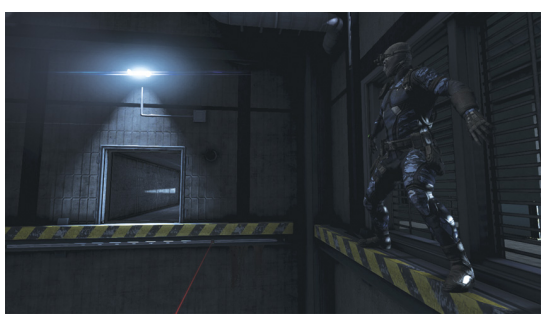


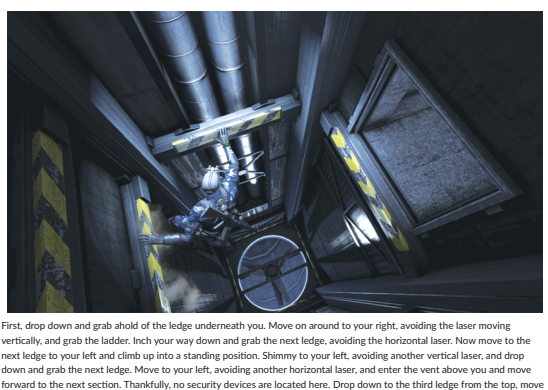




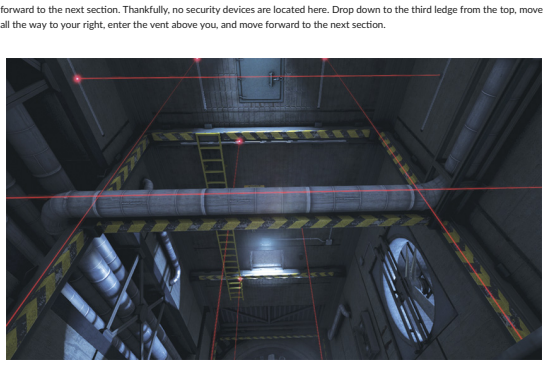
After reaching the fan, use the Fast Rope to drop down into a large ventilation duct. Once on solid ground you will notice red intruder-detecting lasers moving inside the duct. To progress, you must navigate around them without setting off the alarm.

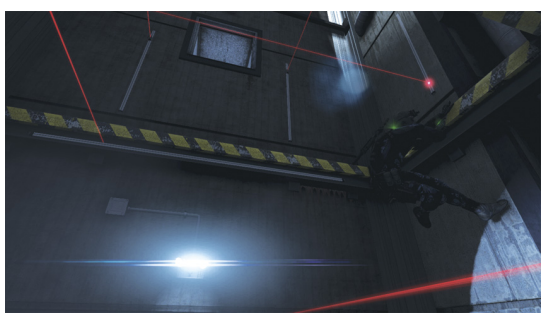


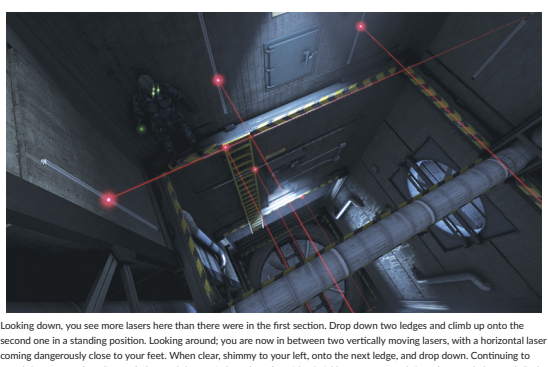




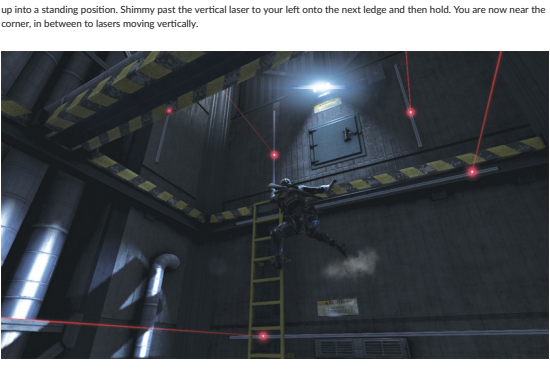
First, drop down and grab ahold of the ledge underneath you. Move on around to your right, avoiding the laser moving vertically, and grab the ladder. Inch your way down and grab the next ledge, avoiding the horizontal laser. Now move to the next ledge to your left and climb up into a standing position. Shimmy to your left, avoiding another vertical laser, and drop down and grab the next ledge. Move to your left, avoiding another horizontal laser, and enter the vent above you and move forward to the next section. Thankfully, no security devices are located here. Drop down to the third ledge from the top, move all the way to your right, enter the vent above you, and move forward to the next section.

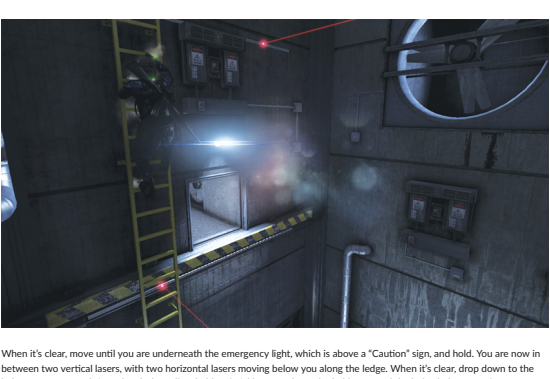




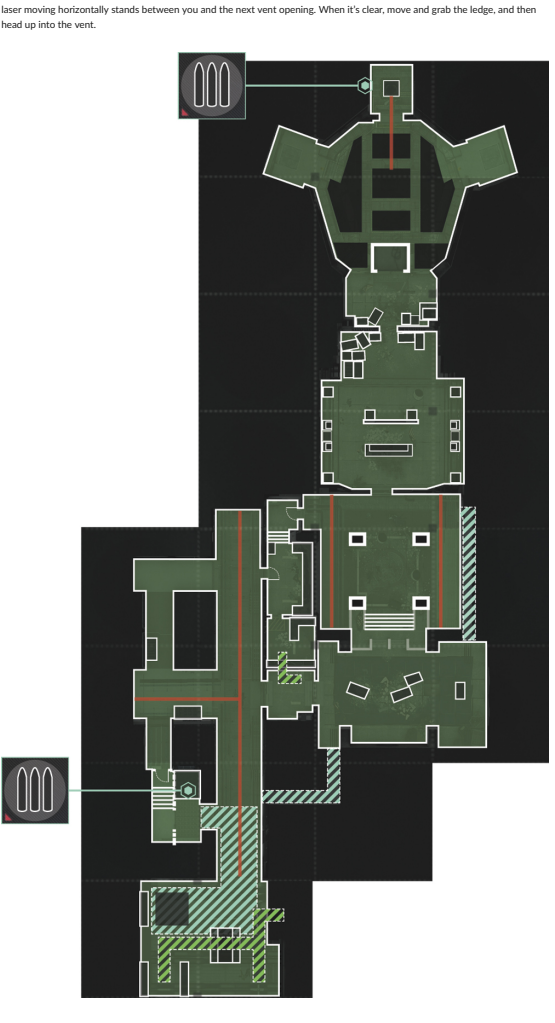


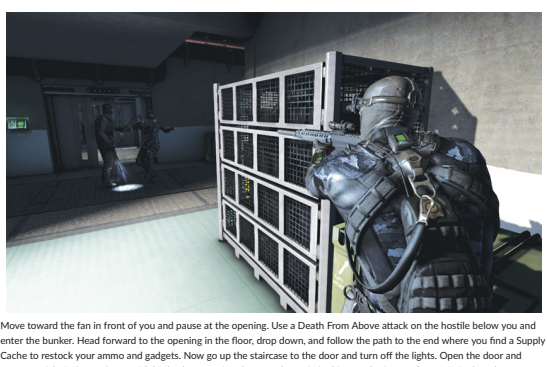
Looking down, you see more lasers here than there were in the first section. Drop down two ledges and climb up onto the second one in a standing position. Looking around, you are now in between two vertically moving lasers, with a horizontal laser coming dangerously close to your feet. When clear, shimmy to your left, onto the next ledge, and drop down. Continuing to your left, move to the adjacent ledge, and then switch to the other side. Quickly move to your left to the next ledge, and climb up into a standing position. Shimmy past the vertical laser to your left onto the next ledge and then hold. You are now near the corner, in between to lasers moving vertically.





When it's clear, move until you are underneath the emergency light, which is above a "Caution" sign, and hold. You are now in between two vertical lasers, with two horizontal lasers moving below you along the ledge. When it's clear, drop down to the ledge, move to your left, and grab the yellow ladder. Quickly move down the ladder toward the ledge below you. One more laser moving horizontally stands between you and the next vent opening. When it's clear, move and grab the ledge, and then head up into the vent.

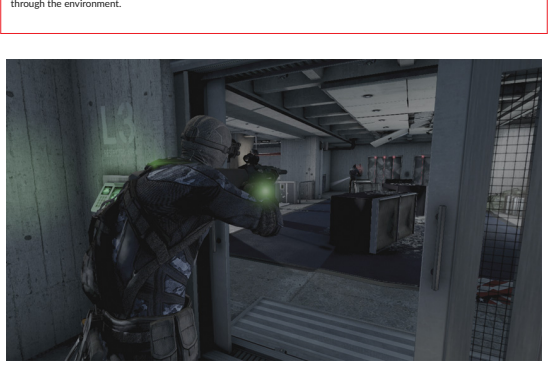




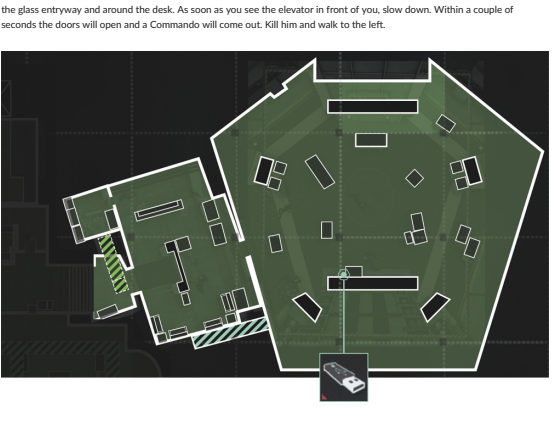
Move toward the fan in front of you and pause at the opening. Use a Death From Above attack on the hostile below you and enter the bunker. Head forward to the opening in the floor, drop down, and follow the path to the end where you find a Supply Cache to restock your ammo and gadgets. Now go up the staircase to the door and turn off the lights. Open the door and pause, as right in front of you, with his back to you, is a Commando. Wait for him to take four or five steps in the other direction and then kill him using your sniper rifle. Take cover against the wall next to you and walk to the corner. To your right are two more hostiles. Mark them and eliminate them using your Execute Ability. Move from cover to your right and proceed into the next room.

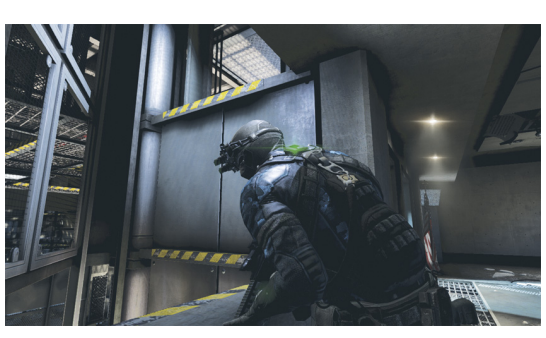
Caution

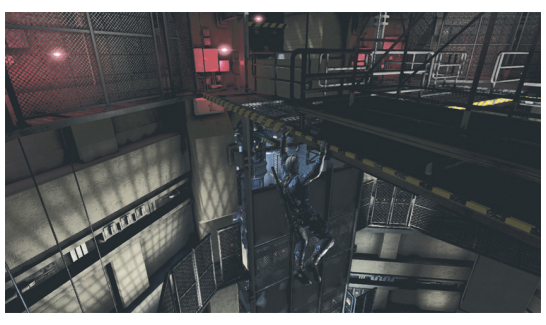
If you're detected by hostiles while in the bunker, security systems will activate, making it hard for you to freely move through the environment.

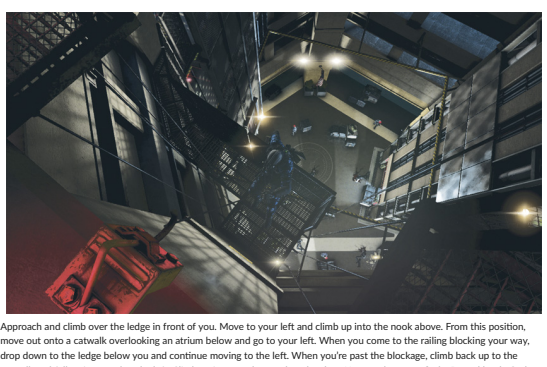


In front of you near the far wall is another hostile. Kill him with a silenced shot and move forward. Turning to your left is another enemy on patrol, near the front entryway to the bunker's inner offices. Kill him and walk toward the entrance, but don't go through it. Instead, go through the door to your left. Check your Radar and follow the signal to the next hostile, a Drone Operator. Kill him with a hand-to-hand strike, and then retrace your steps back to the waypoint marker and go through the glass entryway and around the desk. As soon as you see the elevator in front of you, slow down. Within a couple of seconds the doors will open and a Commando will come out. Kill him and walk to the left.

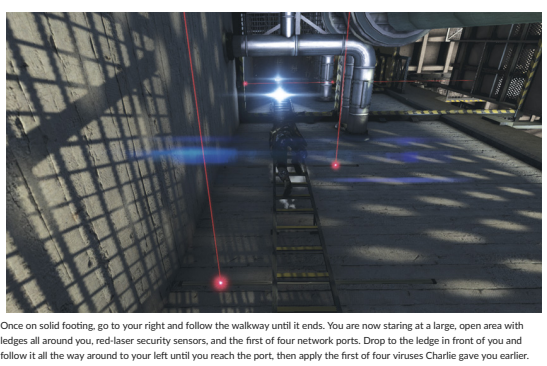




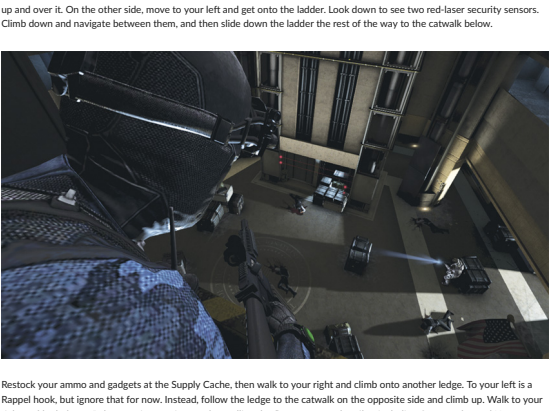




Approach and climb over the ledge in front of you. Move to your left and climb up into the nook above. From this position, move out onto a catwalk overlooking an atrium below and go to your left. When you come to the railing blocking your way, drop down to the ledge below you and continue moving to the left. When you're past the blockage, climb back up to the catwalk and follow it around to the left. Climb up into another nook and make a U-turn where you find a Rappel hook. Grab hold of the rope attached to it and rappel to the metal walkway below.

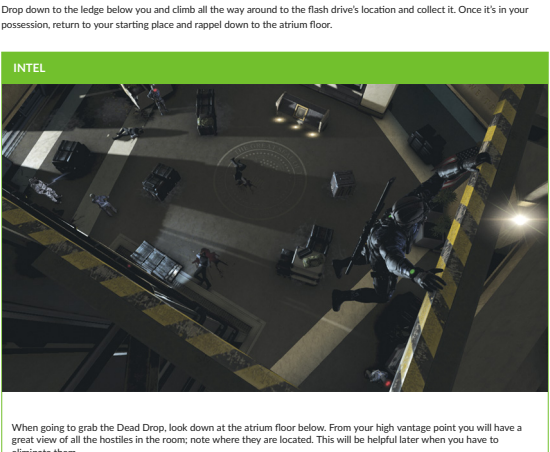


Once on solid footing, go to your right and follow the walkway until it ends. You are now staring at a large, open area with ledges all around you, red-laser security sensors, and the first of four network ports. Drop to the ledge in front of you and follow it all the way around to your left until you reach the port, then apply the first of four viruses Charlie gave you earlier. Once that's complete, move slightly to your right and switch sides. Continue to your right to the adjacent ledge, and then climb up and over it. On the other side, move to your left and get onto the ladder. Look down to see two red-laser security sensors. Climb down and navigate between them, and then slide down the ladder the rest of the way to the catwalk below.

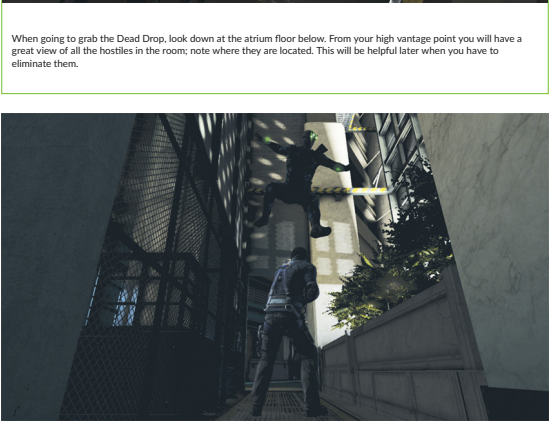


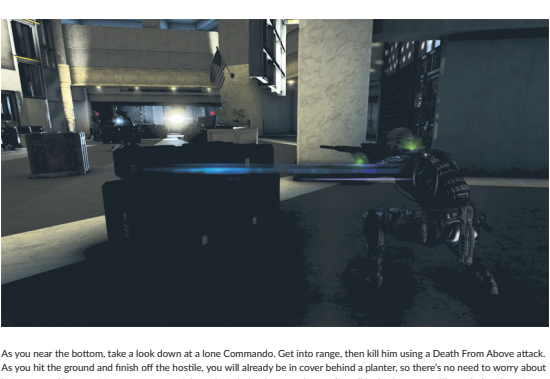
Restock your ammo and gadgets at the Supply Cache, then walk to your right and climb onto another ledge. To your left is a Rappel hook, but ignore that for now. Instead, follow the ledge to the catwalk on the opposite side and climb up. Walk to your right and look down. Below you is an atrium, and patrolling the floor are seven hostiles, including Commandos and Heavy Infantry. Directly across from your position on another ledge is a Dead Drop. Head there first, before engaging the hostiles. Drop down to the ledge below you and climb all the way around to the flash drive's location and collect it. Once it's in your possession, return to your starting place and rappel down to the atrium floor.

INTEL



When going to grab the Dead Drop, look down at the atrium floor below. From your high vantage point you will have a great view of all the hostiles in the room; note where they are located. This will be helpful later when you have to eliminate them.

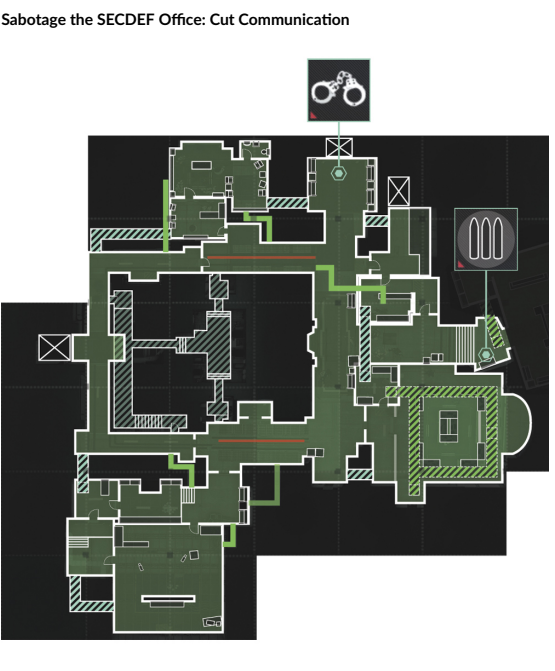


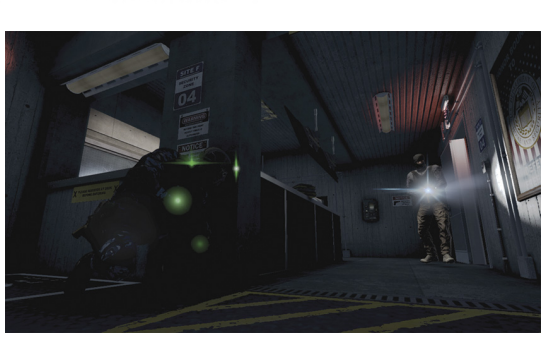


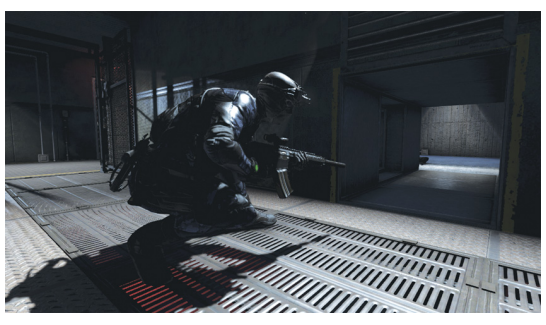
As you near the bottom, take a look down at a lone Commando. Get into range, then kill him using a Death From Above attack. As you hit the ground and finish off the hostile, you will already be in cover behind a planter, so there's no need to worry about being spotted just yet. Now, turn to your right and Mark the Commando standing all by his lonesome. Through the plants in front of you, Mark two more hostiles: a Commando and a Heavy Infantry soldier. Move to your left and take cover behind a crate. Across the atrium in front of you is an elevator. Close to the elevator on your left is a lone Commando; close to the elevator on your right is another Commando, but not one of the ones you marked. First, kill the Commando to your left. Now, swivel to your right and quickly kill the un-Marked Commando, and then use your Execute Ability to kill the other three Marked hostiles.

Leave cover and head straight for the floodlight in front of you. Go through the sliding glass doors, which are blocked from closing by crates, and head to your right. Patrolling near the desk should be a Heavy Infantry soldier. Kill him and leave the area through the door in the right corner of the room. Go through the door into another room, and then look toward the ceiling and climb up into the vent. Crawl about five feet and drop down to the ground, near a Supply Cache. After restocking your ammo and gadgets, it's time to apply the last three viruses and cripple the bunker.

Sabotage the SECDEF Office: Cut Communication

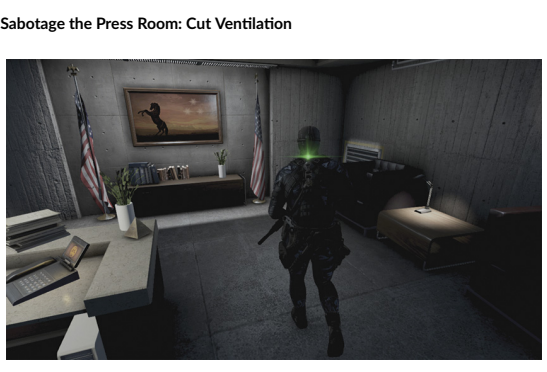


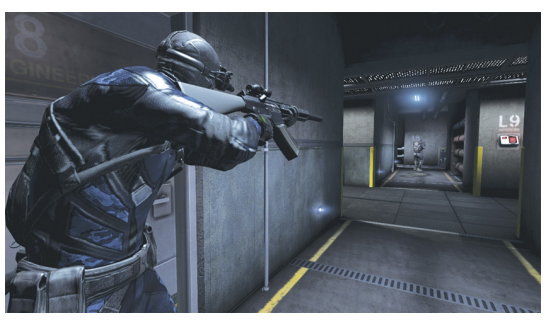




Down the hall in front of you are two hostiles. Ignore them for now and go into the room to your right. Take cover to your left and wait. When the hostile comes into the room, use a hand-to-hand strike to eliminate him, and then exit the same way he came in. Turn immediately to your left and shoot the Heavy Infantry soldier in the hallway. Go to your right, through the opening, and then enter the vent. At the exit, pause and hold tight, making note of another vent directly across the hallway. Now check your Radar. To your right is the High Value Target. Wait for him to get close, exit the vent, and then tag him and bag him. Leave him behind and enter the other vent. Slowly exit into the room on the other side. Check your Radar for the position of the hostile nearby and kill him. You are now in the SECDEF Office. Go to the computer behind the desk and apply the first virus.

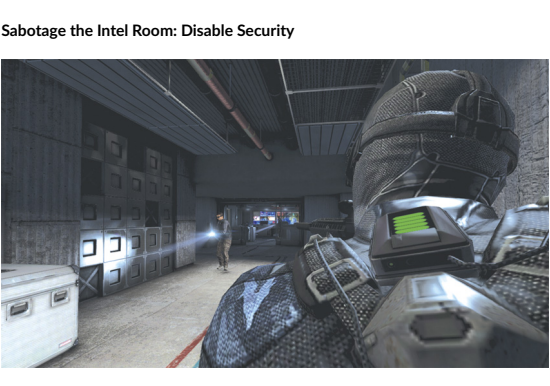
Sabotage the Press Room: Cut Ventilation

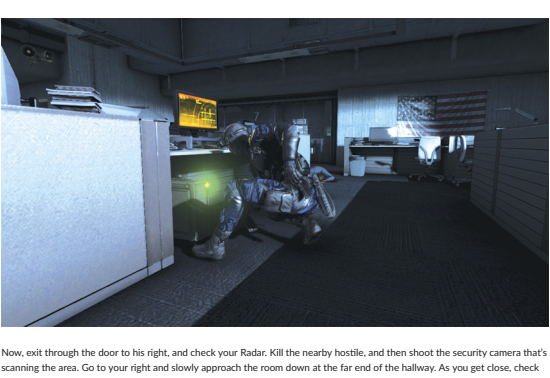




Once complete, exit the room through the door in front of the desk, turn to your right, and enter the vent. Follow it to the end and another Hidden Path. Exit the vent, and then quickly target and shoot the Heavy Infantry soldier in the hallway beyond. Go to the end of hall, right were the hostile lies dead, and enter the vent near the floor. Crawl through it and exit into a small room. Go through the door in front of you, and in the following room, enter the vent near the floor; this reveals another Hidden Path. Slowly exit the vent at its conclusion. You are now in the Press Room, which contains the next objective and a Drone Operator. Follow the waypoint marker to a tall server stack located at the back of the room. Apply the second virus, and then kill the Drone Operator.

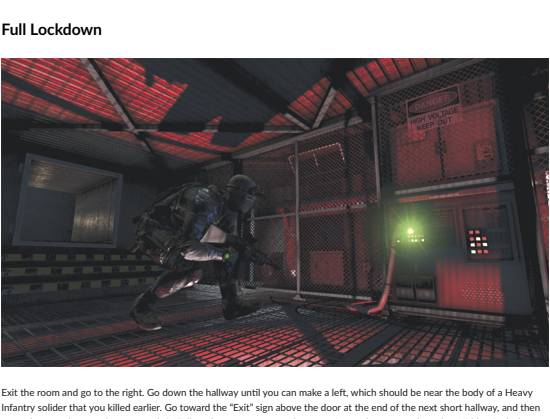
Sabotage the Intel Room: Disable Security





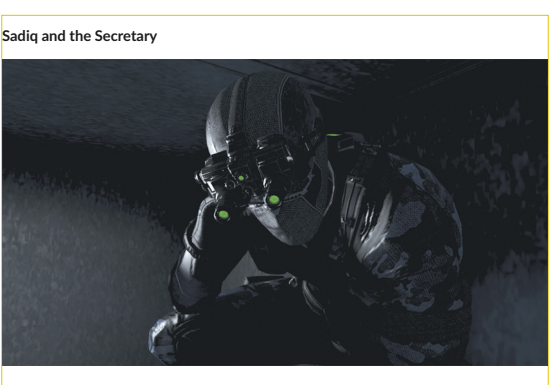
Now, exit through the door to his right, and check your Radar. Kill the nearby hostile, and then shoot the security camera that's scanning the area. Go to your right and slowly approach the room down at the far end of the hallway. As you get close, check your Radar. Nearby are the final two hostiles. Kill them, and then go behind the desk to apply the last virus. Now it's time to activate all the viruses and trigger the lockdown in the bunker.

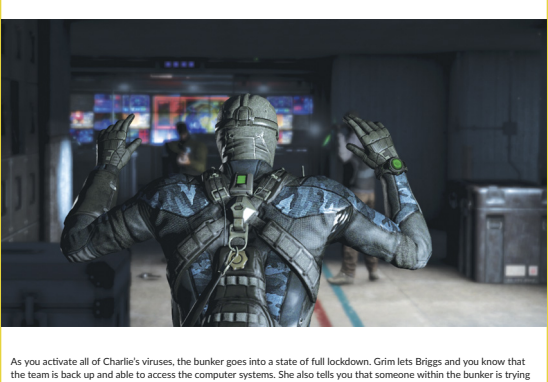
Full Lockdown



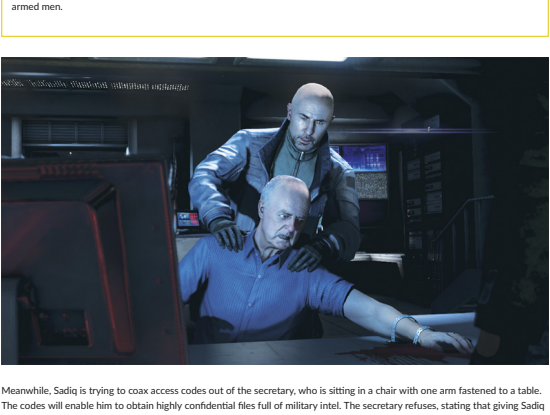
Exit the room and go to the right. Go down the hallway until you can make a left, which should be near the body of a Heavy Infantry solider that you killed earlier. Go toward the "Exit" sign above the door at the end of the next short hallway, and then enter the vent down and go to your left. Follow the passageway to the waypoint marker to reveal another Hidden Path that leads you to the final control panel. It's now time for full lockdown!

Sadiq and the Secretary



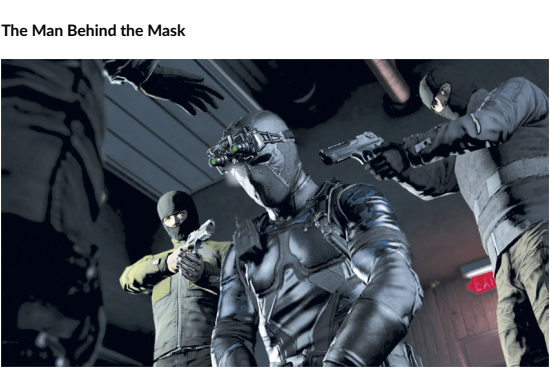


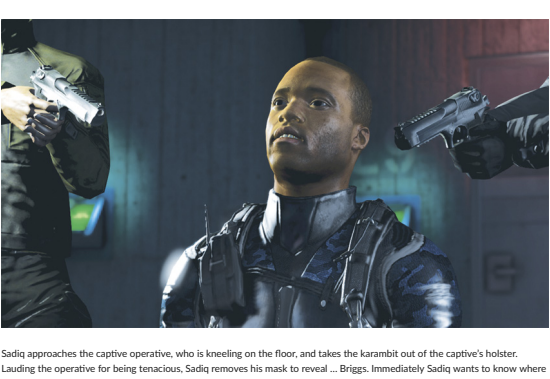
As you activate all of Charlie's viruses, the bunker goes into a state of full lockdown. Grim lets Briggs and you know that the team is back up and able to access the computer systems. She also tells you that someone within the bunker is trying to access the secretary of defense's account. If Sadiq is able to access the files ... well, let's just say you have to stop him now using any means necessary. Emerging from a vent, a masked operative walks with his hands up toward a group of armed men.



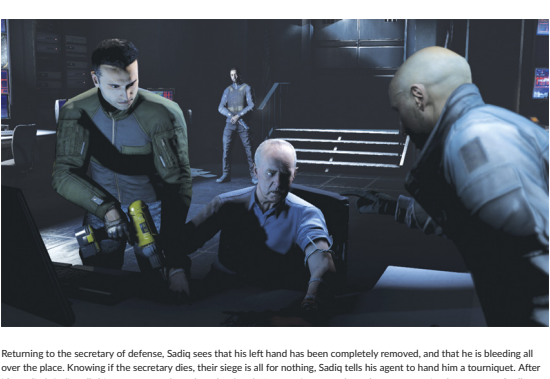
Meanwhile, Sadiq is trying to coax access codes out of the secretary, who is sitting in a chair with one arm fastened to a table. The codes will enable him to obtain highly confidential files full of military intel. The secretary refuses, stating that giving Sadiq access will enable him to destroy America and start a world war. Sadiq replies he has no interest is starting wars. He's after the only weapon that matters anymore: information. Sadiq leaves the secretary to respond to a report that his men have captured someone attempting to infiltrate the bunker.

The Man Behind the Mask





Sadiq approaches the captive operative, who is kneeling on the floor, and takes the karambit out of the captive's holster. Lauding the operative for being tenacious, Sadiq removes his mask to reveal ... Briggs. Immediately Sadiq wants to know where you are. Briggs makes a veiled attempt to ask where Sadiq's taking him, but Sadiq is too smart for that. He takes the karambit and cuts into Briggs's jaw to remove the subdermal radio embedded within. Before smashing the device under his boot, Sadiq speaks into it to let you and the team know they have Briggs.

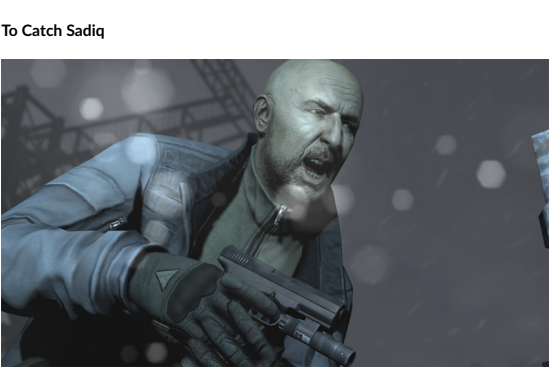


Returning to the secretary of defense, Sadiq sees that his left hand has been completely removed, and that he is bleeding all over the place. Knowing if the secretary dies, their siege is all for nothing, Sadiq tells his agent to hand him a tourniquet. After it's applied, Sadiq tells him to go to work on the other hand. Not wanting to go through any more pain, the secretary finally agrees to give Sadiq what he wants.

Soon, as the secretary begins to transfer the files, Briggs escapes the clutches of his captor and grabs the elderly man. Briggs puts the secretary between him and Sadiq, using him as a human shield. Sadiq and his men immediately raise their firearms, pointing them in Briggs' direction. Sadiq is ready to call Briggs' bluff, as he doesn't think Briggs has the guts to kill the secretary. As Sadiq readies to shoot, Briggs exercises the Fifth Freedom and kills the secretary. Stunned and angered, Sadiq moves in on Briggs and severely beats him. Afterwards, he tells Briggs to take him to the Paladin.

Emerging into the cold, snowy Denver night with hostages in tow, Sadiq has Briggs positioned in front of him like a human shield. Trailing behind the group, the last hostage in line, you appear, dressed in military fatigues and being led by an armed gunman. As you head toward the plane, Grim tells you that Sadiq cannot leave Denver, and that you must stop him in any way possible. In a brazen move, you escape your captor's grip and take his gun. Snipers open fire and start killing the other captors around you. Running forward, you catch up to Sadiq just as he shoots Briggs, sending your partner to the ground in a heap. Briggs sits up as you get close to him, telling you he's okay. You're concerned he's going to bleed out, but Briggs looks you in the eye and tells you to go get Sadiq.

To Catch Sadiq

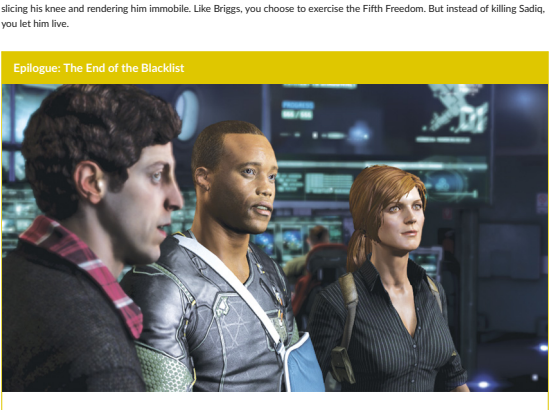


Continuing the chase, you find Sadiq taking cover behind a barrier in a dark part of the airfield. You hear the click of his gun as he tries to fire off a couple of rounds at you, but Sadiq is out of ammo. You then raise your weapon to take down Sadiq as he reloads, but you're out of ammo, too.

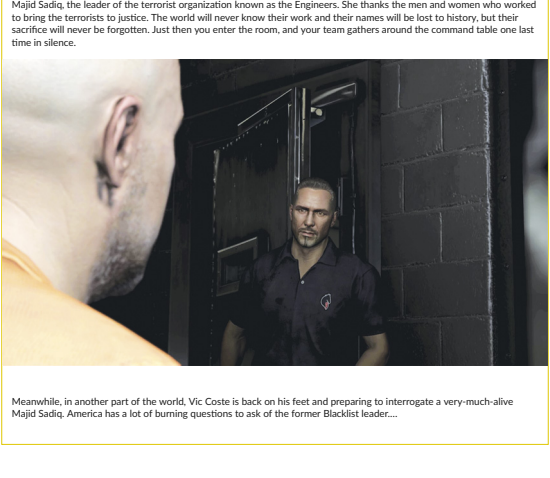
Move from cover when safe and work your way toward Sadiq using whatever barrier or crate you can to hide behind. Be careful that he doesn't see you, or he will start shooting at you and using grenades to flush you out. Once you've successfully moved behind him, engage Sadiq in hand-to-hand combat.

As the two of you struggle, you grab his gun hand and turn it back toward his body. Getting your finger over the trigger, you're able to fire off two rounds into Sadiq's left shoulder. Despite his wounds, he fights you off and runs away. As you get up and move forward to chase him, Sadiq grabs you from behind and starts to pummel you. Reaching up, you grab the karambit holstered on Sadiq's belt, and then the two of you struggle for leverage. You finally win out and turn Sadiq onto his stomach, slicing his knee and rendering him immobile. Like Briggs, you choose to exercise the Fifth Freedom. But instead of killing Sadiq, you let him live.

Epilogue: The End of the Blacklist



Back aboard the Paladin, Briggs walks into the command center, wearing a sling over his injured left arm, while Kobin is showing Charlie how to use a pistol. Grim then joins the group just as President Caldwell addresses the world to make everything official. She says that the United States has successfully lead an operation that has ended with the death of Majid Sadiq, the leader of the terrorist organization known as the Engineers. She thanks the men and women who worked to bring the terrorists to justice. The world will never know their work and their names will be lost to history, but their sacrifice will never be forgotten. Just then you enter the room, and your team gathers around the command table one last time in silence.



Meanwhile, in another part of the world, Vic Coste is back on his feet and preparing to interrogate a very-much-alive Majid Sadiq. America has a lot of burning questions to ask of the former Blacklist leader....

Ghost / Assault Tactics

Introduction

Being a 4th Echelon operative affords you a degree of autonomy within the field. As such, you will find yourself presented with both lethal and nonlethal methods to successfully complete your objectives. Whether you choose to act as a phantom or a hellion is up to you. This chapter will brief you on the tactics and tools necessary to perform both the Ghost and Assault playstyles throughout the campaign. Here you will find each mission divided into checkpoints. Maintaining a specific playstyle throughout a checkpoint is the best way to maximize your score and the efficiency rating of each playstyle within your After Action Report. By keeping this in mind, it is possible to master all three playstyles (Ghost, Panther, and Assault) during the course of a single mission. This chapter focuses on the which areas and methods to use during each mission to execute both Ghost and Assault playstyles for maximum efficiency and scoring.

Note

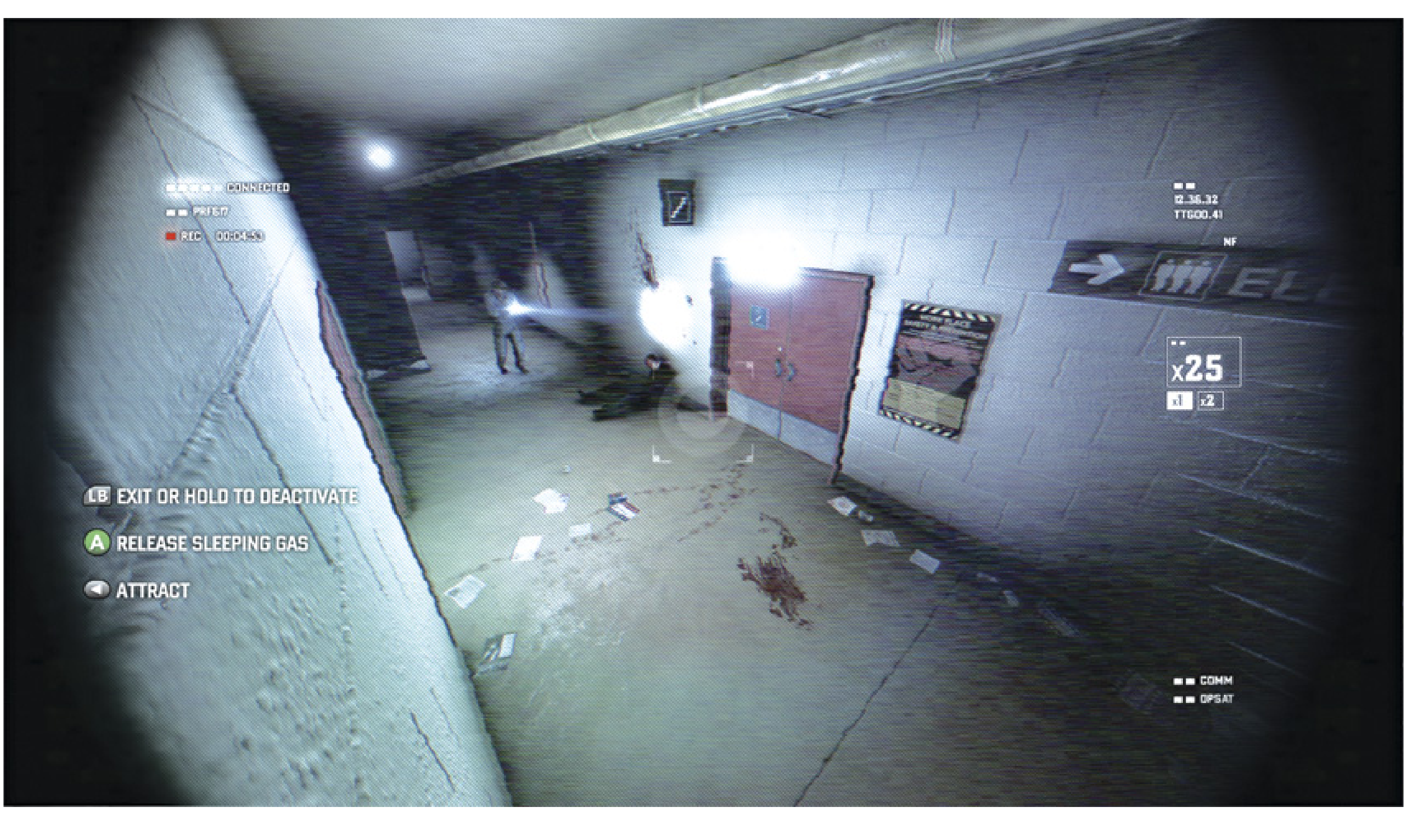
Tactics and information presented in this chapter pertain to the Realistic and Perfectionist difficulties. Be advised, there are some sequences within the campaign where specific playstyles cannot be performed due to mission objectives and the conditions that they present.

Style: Ghost

Note

Going full Ghost during a mission and maximizing your score in this style is dependant on three factors:

- Remain undetected for the duration of a checkpoint.
- When neutralizing hostiles, do so using nonlethal methods.
- Ensure that none of your victims are found.



If you wish to operate as a Ghost, it's best to be prepared. Here is a brief rundown of some essential gadgets:

Sticky Camera

These useful devices are one of the first available to you and benefit both the Ghost and Panther styles. Their primary function is to survey and mark targets beyond your line of sight. Until you purchase Sleeping Gas, they also provide you with the ability to incapacitate enemies within a limited range. Purchase and equip the Flash Charge early in the Campaign to maximize their potential.

Tri-Rotor

Relatively silent and able to be upgraded, the Tri-Rotor is an indispensable tool that should be included in your loadout as soon as possible. This gadget is best used to fly ahead of your position and mark enemies, allowing you to track their movements during your approach.

Sticky EMP

With the ability to temporarily disable lights, cameras, and other electronic devices momentarily, the Sticky EMP is especially helpful in the control of Drones when their Operators are inaccessible.

Sleeping Gas

These gas grenades release the same chemical as the Sticky Camera, but in much larger quantity, engulfing and dispatching hostiles quickly leaving little room for error.

Style: Assault

Note

In complete contrast, the Assault playstyle has dramatically different requirements:

- Detection by enemies is required for actions to be considered "Combat/Assault."
- Lethal and nonlethal attacks are permitted when neutralizing hostiles.
- To maximize Assault scoring and efficiency, remain "Detected" while in combat.

When deciding to go Assault during a mission, the attempted difficulty level plays a deciding factor in the mission loadout. The Perfectionist difficulty presents the challenge of not being able to restock at Supply Caches. Take this into account when choosing your Ops Suit and weapon. When selecting your loud weapon, it is best to choose a weapon from the Alternate Weapon category to serve this purpose. Even this early in the campaign, you will have the option of an unsuppressed weapon and the funds to purchase an Extended Mag.

Here is a brief list of purchases to consider when preparing for an Assault playthrough:

Gadgets—Proximity Mine

After detection, placing these inconspicuous mines in your wake can ensure efficient kills as your pursuers approach your last known position.

Gadgets—Incendiary Grenade

These red grenades are efficiently lethal, allowing for a large area of hostiles to be engulfed in a flame that consumes armored and unarmored foes alike.

Ops Suit/Torso—AB Gel

The investment in the AB Gel upgrade to the Ops Suit's torso is well worth it despite your play style of choice. Not only does the equipment afford a substantial increase in armor, but additional Gadgets and Magazines as well. The slight decrease in Stealth is easily offset by equipping upgraded boots.

Ammo—Armor Piercing

When you have chosen your Alternate Weapon of choice, be sure to invest in it by equipping the Armor Piercing ammo. Aside from the increase in stopping power, this comes in handy against Heavy Infantry soldiers by penetrating their helmets and armor.

Ghost/Assault Tactics

Mission 1: Safehouse Benghazi, Libya

GHOST

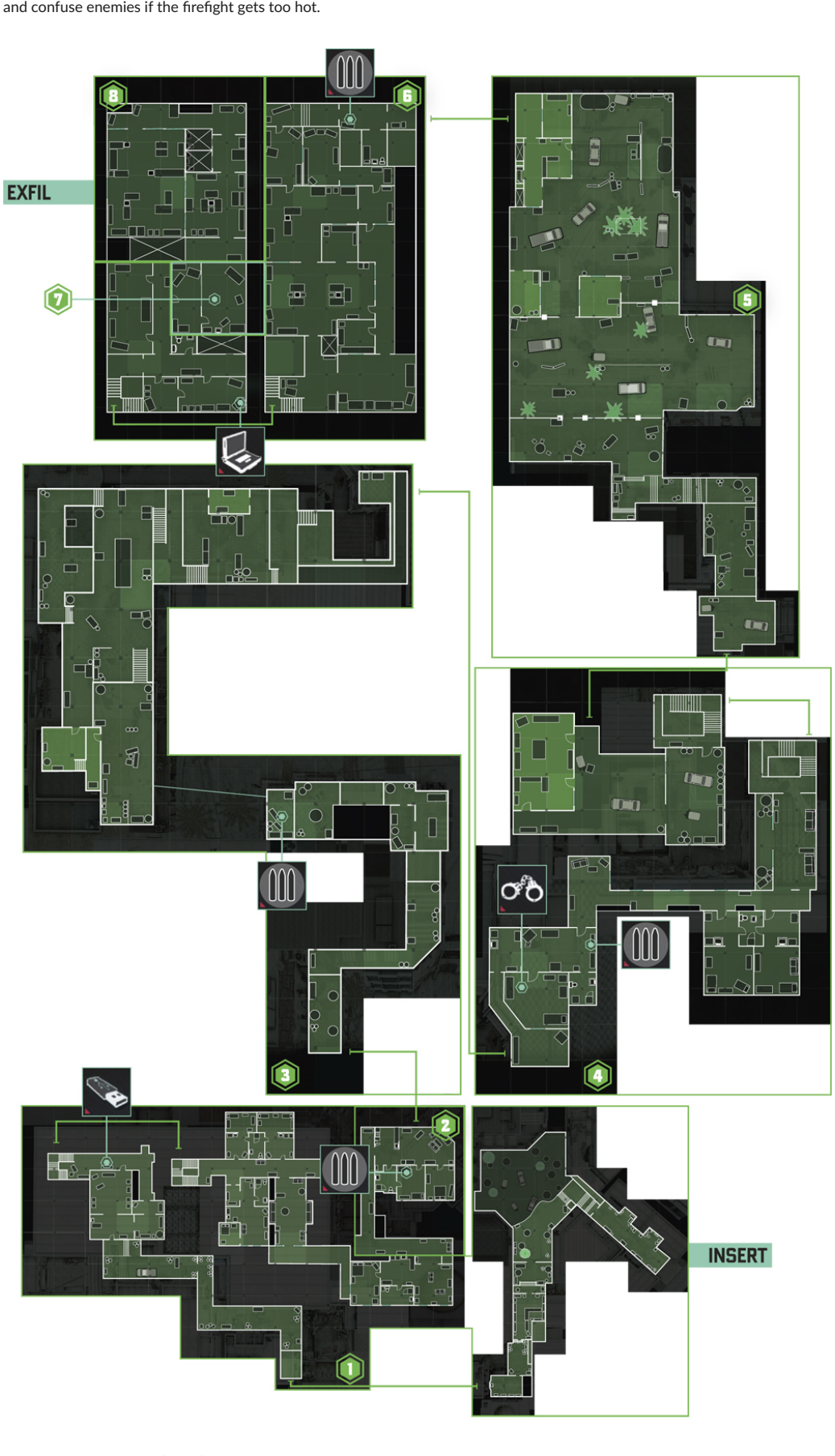
Cutting through the alleys and tenements of Benghazi as a Ghost requires purposeful and direct progress. The first half of the mission consists of minor encounters, where there are only a few enemies at a time to be concerned about. After the second half of the mission begins, enemy encounters will consist of roving patrols with guard dogs, making silent and undetected progression difficult. If you are engaging this mission for the first time, your equipment loadout is limited to only a few gadgets. In this case, an ideal equipment loadout for a Ghost playthrough would include both Sticky Noisemakers and Sticky Cameras. In addition to those gadgets, equipping the Stun Gun is necessary, if you should have to dispatch an enemy from beyond melee range.

Note

Although it is not available during your first playthrough, once Sleeping Gas has been purchased, the Sticky Camera is no longer necessary except when surveying an area or employing its Flash Charge (if equipped).

ASSAULT

Your mission through Benghazi will place you in a game of contrasts when attempting an Assault playthrough. While areas such as the rooftop allow for the wanton violence of the Assault playstyle, doing so put you at risk from grenades and flanking tactics. Limit your open conflict to the confines of the apartment and police station interiors, where hostiles are forced to funnel toward you and they can be picked off with ease. When preparing your loadout for this mission, ensure that you have a firearm that is unsuppressed. Ideally, this should be your alternate weapon, which can be equipped with both an Extended Mag and Armor Piercing ammunition. As for gadget choices, be sure to bring along Smoke Grenades, which can be used to disrupt and confuse enemies if the firefight gets too hot.



1: Apartments (1st)

GHOST

Your first goal in the mission is to familiarize yourself with the "Execute" system. After following the tutorial for marking your enemies, instead of engaging the hostiles, opt to leave them undisturbed by taking cover on the driver's side of the truck. Make your move once they are done with their conversation. Just be sure that both guards have left the small courtyard area before doing so. Making your way through the apartments undetected requires that you use the cover swap technique quite often. The tight quarters and maze of adjoining rooms connected by hallways afford you the opportunity to leave all of the hostiles within this area undisturbed—which earns you a substantial bonus as well. As you switch from one area of cover to another, it is important to note that you do not have to be behind a wall to remain out of view—just simply be within the shadows. One important caveat to note: Avoid the temptation to shoot out lights or otherwise interact with the environment in this area. Unless you are attempting to lure a guard into your trap, try to leave these rooms and halls the way you find them to avoid unwanted attention.

Dead Drop

Don't forget to grab the Dead Drop before ascending the stairs to the second floor of the apartment building.

ASSAULT

Early on, the apartment building affords a chance to go loud and do so strategically. Taking human shields as you progress is essential to staying alive when navigating the confines of the hallways and rooms as you make your way to the Safehouse. Dividing your progress through the apartments as a series of engagements ensures that you do not hastily put yourself into the line of fire unnecessarily. As you progress, three hostiles serve as particularly convenient human shields, allowing you to neutralize the remaining enemies in the area from relative safety. Getting this sequence of events started is dependant on waiting for the first two guards to finish their conversation, allowing one of the guards to go inside the apartment while you dispatch his comrade in silence. Take this guard hostage, then quickly clear the room around the television. At the top of the stairs, turn off the hallway light and when one of the guards comes to investigate, take him hostage to clear the hallway and adjacent room.

2: Safehouse

GHOST

When you find yourself outside of the apartment where Kobin is believed to be held, you will be required to clear the room of the militia guarding him. There are two options here, the first is to lure the guards out of the apartment by using Sticky Noisemakers or by shooting out the hall lights. The second requires a bit more preparation. Here's a brief step-by-step of how to clear this room in true 4th Echelon fashion:

Step 1: Approach the apartment quietly, taking cover near the right side of the door.

Step 2: Switch cover to the kitchen cabinets on the left side of the guard nearest the door.

Step 3: Throw a Sticky Camera toward the two guards on the far side of the room and release its Sleeping Gas.

Caution

The Sleeping Gas feature of the Sticky Camera has a very limited range; ensure that the guard pacing back and forth is approaching the Sticky Camera when it releases the gas.

Step 4: As the two guards fall, quickly perform a Stealth Knockout on the guard nearest you.

Step 5: The guard that was near the computer will be alarmed, but he hasn't detected your location yet. Throw a Sticky Noisemaker near the open door across from the kitchen, when he goes to investigate the sound, perform a Stealth Knockout from around the corner.

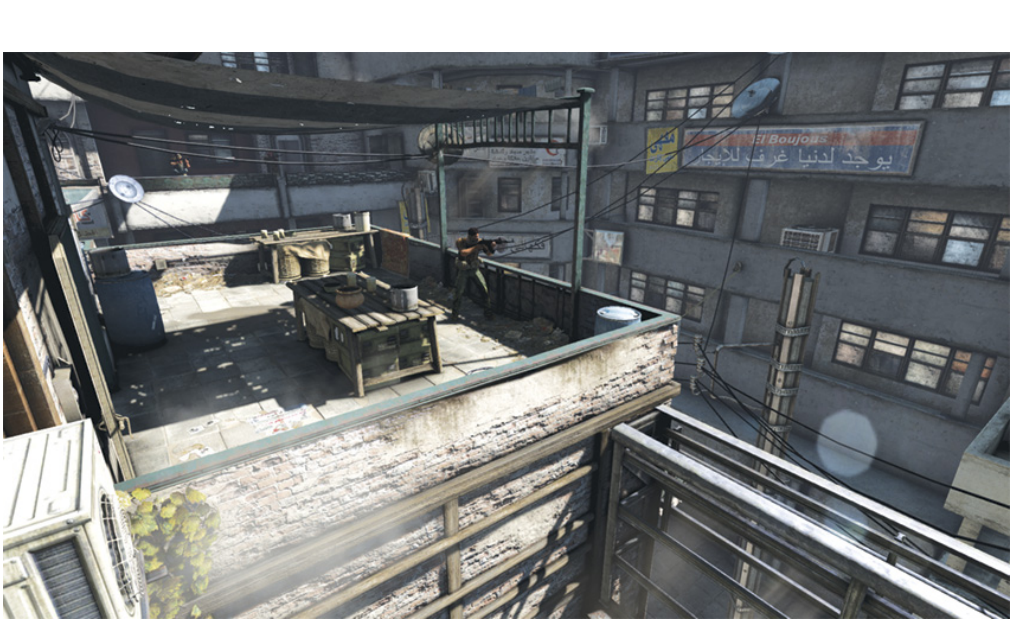
ASSAULT

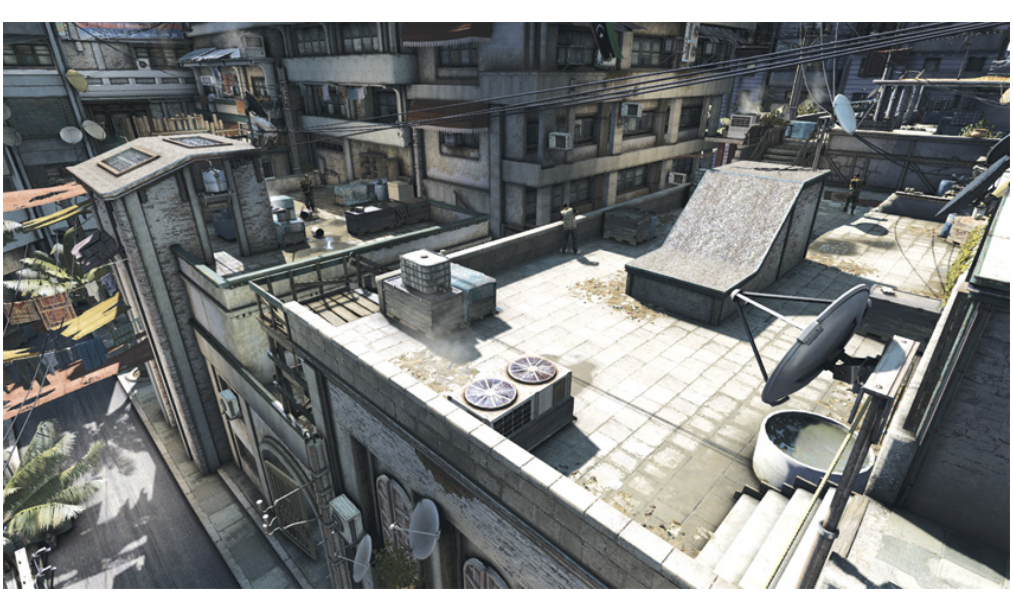
With four guards within the Safehouse to eliminate, a hostage and a little deception is necessary to clear the room efficiently during your assault. Your approach to the Safehouse should be done with care to ensure that the guards within are not aware of your presence. The layout of the apartment makes it possible to clear the room by simply charging in with your guns blazing, but doing so risks wasting ammunition. An effective assault on the Safehouse requires two critical steps:

Take the guard near the door as a human shield, then strafe to the left and await the detection. Once you are detected, fire on the enemy near the computer to the left.

Then follow up by killing the two remaining guards on the right side of the room before killing the guard you have taken hostage.

3: Rooftops





GHOST

Traversing across the rooftops undetected can be difficult given the long sight lines and lack of obvious cover from the roving guards that you find here. Leaving enemies undisturbed requires avoiding the rooftop. Instead, traverse the area by hanging from the side of the buildings to move hand-over-hand along the ledge whenever possible. If you stay on the far edges of the rooftop, the ledges and scaffolds provide a path that makes detection difficult.

Be careful; the rooftop after the wooden scaffold is patrolled by three guards that frequently are within sight of one another. It is best to dispatch the nearest of the three guards before climbing back onto the rooftops to bypass his comrades.

ASSAULT

Outnumbered and outgunned, going loud as you cross the rooftops can quickly prove fatal. Take a moment before you engage the enemy here and allow them to cluster together while patrolling. From behind cover, throw a Smoke Grenade behind groups of hostiles as they approach, drawing their attention toward their rear. After the zipline, stay behind the low wall overlooking the center of the first rooftop. Mounting your assault from here provides the enemy with little chance of flanking you without being seen. Although it is easy to monitor the stairs to the right, be careful; the door where you landed with the zipline leads to the left side of the rooftop. The greatest threat to you here is grenades, so be ready to fall back quickly to the pillars behind you if you must.

4: Apartments (2nd)

GHOST

High Value Target

The High Value Target is located immediately after you descend from the rooftops. Enter through the window to catch him by surprise.

After capturing the High Value Target at the start of the area, you find yourself within the apartment hallway. Plenty of guards are roaming the hall and the adjoining apartments. Instead of navigating the gauntlet, climb out of the nearby window and move along the ledge. Enter the last window to reach end of the hall. After you successfully bypass the hallway, the real difficulty is in sneaking past the patrolling guards on the street below. The only cover in this small patch of asphalt is a car that unfortunately is on the opposite side of the area's exit.

There are two paths leading to the street as well. The first is a stairwell across from the hallway's exit.

The second path requires climbing over the nearby balcony and dropping down to the street below. Use a Sticky Noisemaker to draw the attention of the patrolling guards to the alley across the way.

With the guards' attention diverted, drop down and turn the corner to your right, then climb over the gate to exit the area.

ASSAULT

After traversing the rooftops, you find yourself within a second apartment building. The first hostile you encounter is the High Value Target for the mission, so be sure to capture him alive. After your encounter with the HVT, you exit into a hallway where militia are terrorizing citizens and pulling them from their homes at gunpoint. Across the hall, near the open window, there is a light switch. Flipping this switch turns off the lights within the hallway and attracts the attention of the nearby guard, while obscuring your presence for the hostiles down the hallway. After exiting the hallway, climb over the railing of the balcony on the left to climb down to the street below. By this time, the militia that were prowling this small patch of asphalt should have entered the nearby auto garage on their way up to the apartments, and you can pass unhindered.

Turn off the lights and take the nearby militia hostage when he investigates. Walk your hostage down the hall toward his comrades; you may have to use the Attract command to be detected within the dark hallway. Should the guard you are hiding behind perish, use the apartment doorways on your right as cover while you pick off the remaining enemies.

5: Police Station (Exterior)

GHOST

Your next obstacle lies ahead: A lone guard dog patrols on the other side of a chain-link fence. Use a Sticky Camera to lure the animal in close before releasing Sleeping Gas to put the animal down and pass through the area unhindered.

Your approach toward the Police Station is divided into two sections. The first of these is a two-lane road that is patrolled by guards and contains moderate cover provided by abandoned vehicles and the short aluminum divider between the lanes. Entering the Police Station compound requires crossing this road and entering either by way of the main gate, or the much more covert option of scaling the concrete wall that runs the length of the compound. Take your time and use the wall and iron gates prior to the roadway as a survey point before crossing.

The second section of your approach is within the walls of the compound. Several guards patrol this area, as well as a lone guard dog that can be dangerous if he discovers your scent. The yard of the compound does feature vehicles, crates, and low walls for cover, so be sure to use them to your advantage. Switching cover as you cross the yard is a quick and efficient way to traverse the area and avoid being detected. Stick to the far left or right walls of the compound, avoiding the exposed center that is frequently patrolled by the dog.

When crossing the road, stay to the right side. The damaged section of wall on the compound's right side makes a great infiltration point. After climbing the wall, be sure to take cover by the nearby crates. If one of the guards is suspicious, wait for him to get close and then deal with him accordingly. Continue following the wall to your right, taking cover by the nearby vehicle.Stay low as you advance toward the garage. Climb atop the structure and locate the two satellite dishes across the way. Between the satellite dishes is an open window. Climb through to gain access to the Police Station.

ASSAULT

Your approach to the police station requires you to cross a two-lane road. With guards roaming about on the road and within the compound, be ready to hold your position across the road from the police station compound. Begin your assault by killing the guards conversing near the gate. Spare your ammunition by taking the one nearest the gate hostage and using a headshot to eliminate his friend. Keep your hostage close, the guard dog will be descending on you by now and you'll need some means of deflecting the animal before you put it down. Remain near the gate and fire from cover only when you have a clean shot, the distance here can equate to plenty of missed shots and wasted ammunition. When approaching the compound, enter by climbing over the damaged stone wall on its right side. This side offers cover with more visibility of the compound, which can prevent the hostiles from getting the jump on you.

6: Police Station (Interior)

GHOST

The interior of the Police Station leaves little room for error. The staircase leading to the interrogation room is on the opposite side of the building. Avoid passing through the first door you encounter, as it exits to an open office area where you can easily be detected. Instead, climb over the nearby counter to locate a door that exits on the left side of the Police Station. The narrow hallway across from the door may seem like a deathtrap, but only one guard tends to patrol this area. Eliminate or wait for him to walk back toward the rear of the building before advancing. Use the small office at the end of the hall to hide from the roving patrol and monitor activity near the staircase. Climb over the counter and ascend the stairs when the path is clear.

Blacklist Laptop

The second floor is unguarded, so take a moment to locate the Blacklist Laptop before entering the interrogation room.

ASSAULT

The interior of the Police Station is rife with cover that can be used to your advantage. This is an location where you benefit from holding a position and allowing hostiles to approach you, picking them off as they charge you. After the brief walk through the jail cells, you enter a room with a counter to the left. Climbing over this counter places you in a small area with two windows and a door. From this vantage point, you can control the flow of guards that are in the hallway just outside. The window farthest from the door is bulletproof as well, so although you will not be able to fire through it, your enemies will be unable to as well.

After climbing over the counter, stand in front of the window nearest the door to be detected by the guards in the hall.

With the guards on full alert, the window nearest the doorway provides a vantage point to gun down hostiles as they approach.

Take cover behind the window farthest from the door if the firefight is too intense; doing so can give you a moment to recover from the onslaught.

7: Interrogation Room

GHOST

On any difficulty other than Perfectionist, liberating Kobin from his captivity can be accomplished in true Ghost fashion. The one-way glass prevents Kobin's captors from detecting your entry into the room. From here, you can mark all three of the hostiles, equip your Stun Gun, and use the Execute Ability to dispatch all three of them before they know what hit them.

Tip

Taking Kobin's captors by surprise during Perfectionist requires you to have purchased Sleeping Gas. Above the interrogation room door is a small window. Throwing a canister of Sleeping Gas through it will put Kobin's tormentors to rest.

ASSAULT

On the second floor of the Police Station, you discover the interrogation room where Kobin is behind tortured mercilessly. Lucky for you, the fiends are unaware of your presence because of the one-way glass. Use this to your advantage. Just above the door is a small open window. This window is perfect for throwing a Smoke Grenade into the room and flooding it with smoke. Once the three hostiles are on alert, use an unsuppressed weapon to fire through the glass, dropping your targets one-by-one before the smoke clears.

8: Escape with Kobin

GHOST

Escaping from the Police Station with Kobin requires that you remain undetected. If the two of you are discovered, reinforcements will arrive and you will have no choice but to engage in open combat. Maintaining Ghost here is dependent on having at least three charges left in your Stun Gun after you rescue Kobin. As you drag Kobin toward the exit, fire on the guards only when they are alone and not within view of their comrades. The first guard should be dropped when he goes to inspect the documents on the desk near him, the second guard when he stops to use his phone in the hallway, and the third when he is stationary near one of the desks in the office area.

ASSAULT

If you happen to be detected while "escorting" Kobin from the building, reinforcements will arrive on the scene. The arrival of the enemy also results in your being pinned down with Kobin near the exit, where you must hold your ground while preventing Kobin's death. Don't expect to get any help from your friend in cutting down the hostile force pouring into the small office space, however. Avoid the area immediately near the exit. Enemies flood in from both the door and windows that open into the room, take cover near the door to the right of the exit. As enemies flood into the room, you will be relatively unseen before you fire a shot. To protect Kobin, throw a Smoke Grenade near him when the action gets too hot. This will slow the barrage of bullets tearing apart the walls and furniture around him.

Ghost/Assault Tactics

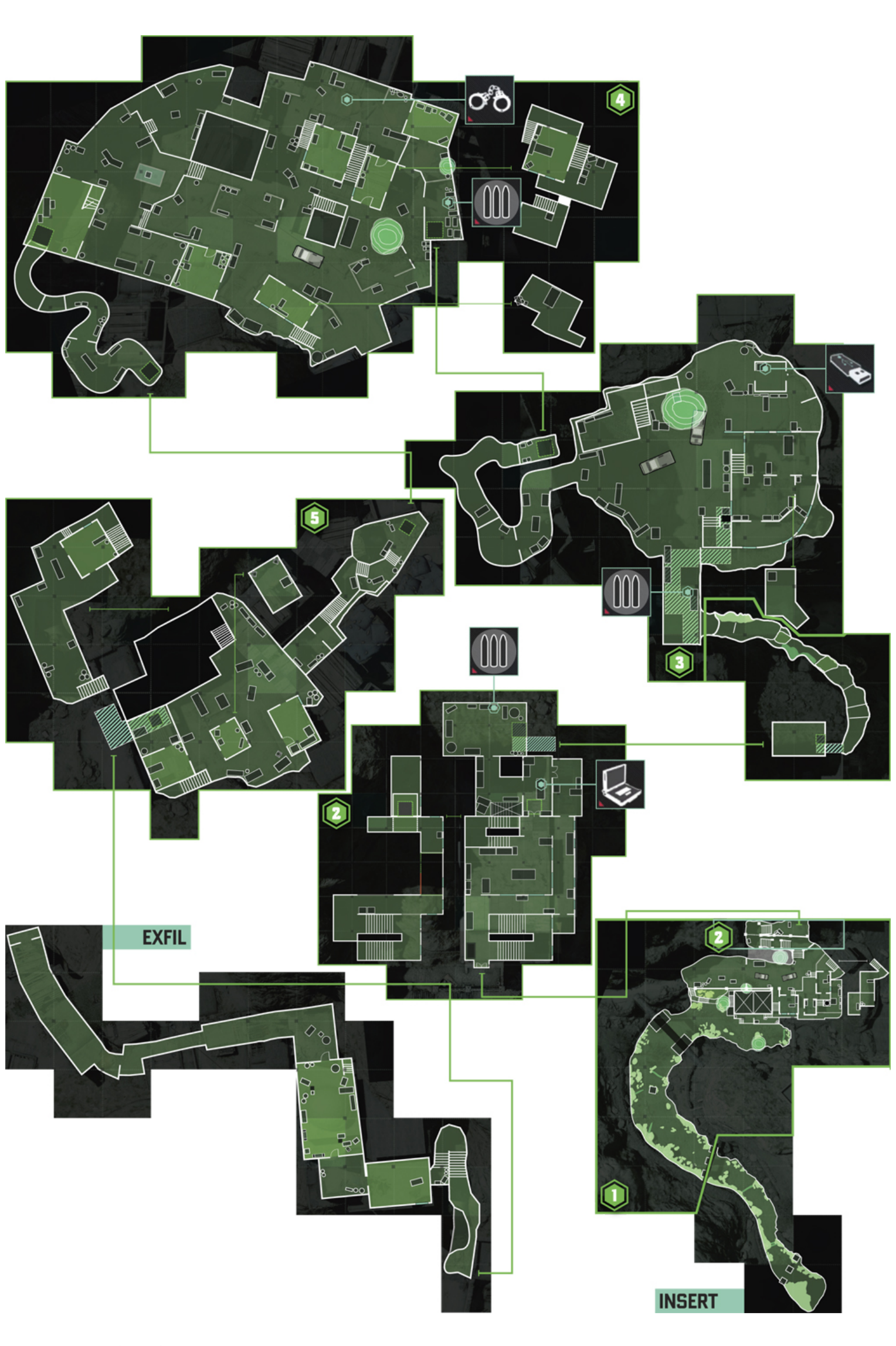
Mission 2: Insurgent Stronghold (Mirawa, Iraq)

GHOST

While possible to maintain a Ghost rating throughout the entire mission, the search of the insurgent stronghold poses some particular challenges by way of its environment. Most of the mission takes place within the ruins of a hillside village. The tight quarters and high number of enemies requires that you maintain a constant awareness of your surroundings, while exploiting the maze of alleyways and ledges to gain the upper hand when outnumbered and outgunned. This is definitely a map where "going loud" is not a wise decision. In addition to your being outnumbered, hacking the Blacklist Laptop in the early part of the mission will pit your wits against a Heavy Infantry soldier. These armored brutes are immune to Sleeping Gas (Canister and Sticky Camera variations), the Stun Gun, and must be approached from behind to perform a Stealth Knockout. Because of this, simply luring this class of enemy to a doorway for a stealth attack will not be effective and will result in a detection. An effective Ghost loadout consists of the Sticky Noisemaker, Sticky Camera, and Sleeping Gas (if it has been purchased), with the Stun Gun being used in lieu of your primary weapon during the mission. With the upgrade to the Paladin just before the mission, the Radar in the HUB will be an excellent tool for effectively going Ghost throughout this mission.

ASSAULT

Going loud in Mirawa means engaging groups of enemies on a level plane with few options for escape. Although you appear to be at a disadvantage, analyze your environment and locate cover and possible cover swaps prior to engaging. It is very easy to find yourself ambushed and cornered during this mission, as the crumbling stone walls of the villages offer concealment for your foes as well as for you. When preparing your loadout, be sure to include Smoke Grenades. These gadgets often used in the Panther Playstyle are extremely valuable if you should have to escape a firefight quickly. If you can afford to do so, begin upgrading your Ops Suit, starting with the torso, which affords you more pistol magazines.



1: Village (1st)

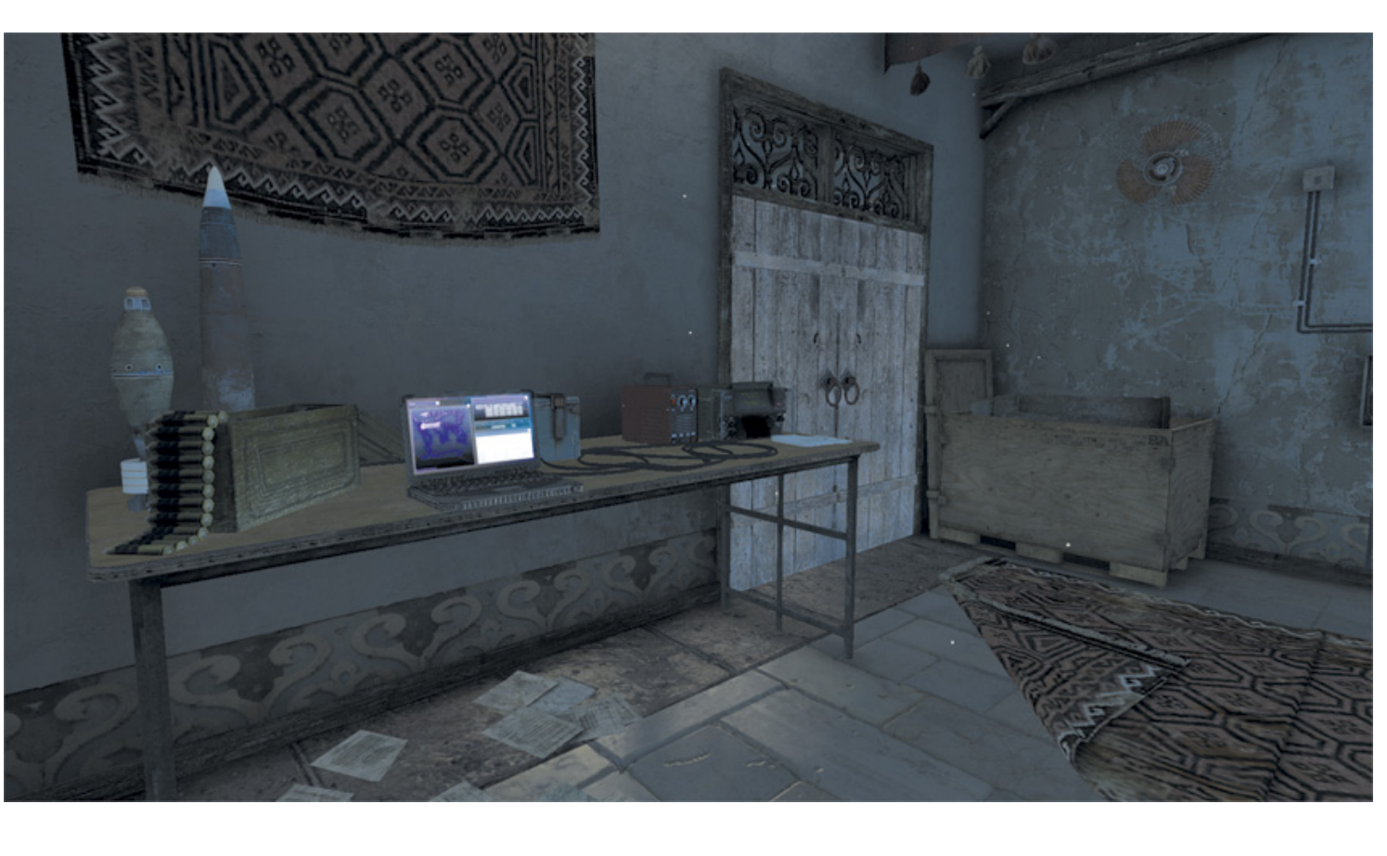
GHOST

After the sniper sequence, your first objective is to get within Tri-Rotor range of Kobin's contact to identify him. This sends you through a small village with only two hostiles patrolling the area. Upon approaching the village, you find the two guards conversing with one another. While you can wait for the two of them to finish their conversation to isolate and pick them off, use the moment to circumvent the village. At the top of the second set of stairs, you come to a stone wall that you can scale. Continue along this path, navigating the maze of open windows and bungalows to stay on the far edge of the village away from the hostiles. Once you have the two white trucks within your field of vision, take a moment to locate the guards. Just past the trucks are the stairs leading to the stronghold where Kobin's contact is holed up. Keep an eye out for the guard that remains at ground level amongst the vehicles. Wait for him to inspect the area to the left of the stairs; as he walks in that direction, stay low and scale the stone stairwell to exit the area.

ASSAULT

With only two hostiles present, taking the first village area by force is simple. Rush the second set of stairs you come to and allow yourself to be detected by the two guards conversing near the two white trucks. Aim for the head of the guard facing you to take the other guard by surprise. Once the two hostiles have fallen, continue onward to the Stronghold.

2: Stronghold



GHOST

After the Tri-Rotor scene ends, your objective is to enter the stronghold and interrogate Kobin's contact. Kicking in the front door is not your best course of action here. Instead, you should opt to travel around the building by scaling the stone wall just to the right of the door. Use caution as you make your way around corners, as the guards roaming about the stronghold can easily see you from either the patio or windows as they pass by. Continue navigating the handholds and window sills to make your way to the first of two patio areas. Avoid entering the stronghold here and continue onward. Soon you come to a large patio area that provides access into the stronghold by way of two doors. From here, you will want to enter the stronghold through the double doors on the far side of the patio. Within these doors you will find a Blacklist Laptop and a Heavy Infantry soldier that occasionally exits the room to patrol the patio area. While it is possible to bypass the Heavy without being seen, dispatching the threat alleviates the risk of being detected and provides access to the Blacklist Laptop. After climbing up to the second patio, take cover out of view of the double doors. Use a Sticky Noisemaker or the Attract action to get the attention of the Heavy soldier inside of the room past the double doors. Wait for him to inspect the area; follow him into the room when he goes back inside. From behind, perform a Stealth Knockout to drop the brute. Before hacking the nearby Blacklist Laptop, be sure to close the double doors to prevent attracting unwanted attention should one of the guards step onto the patio from the other side. Shop lights illuminate a hallway just beyond the room where the Blacklist Laptop is found. Follow this hallway to enter the room where Kobin's contact has taken refuge.

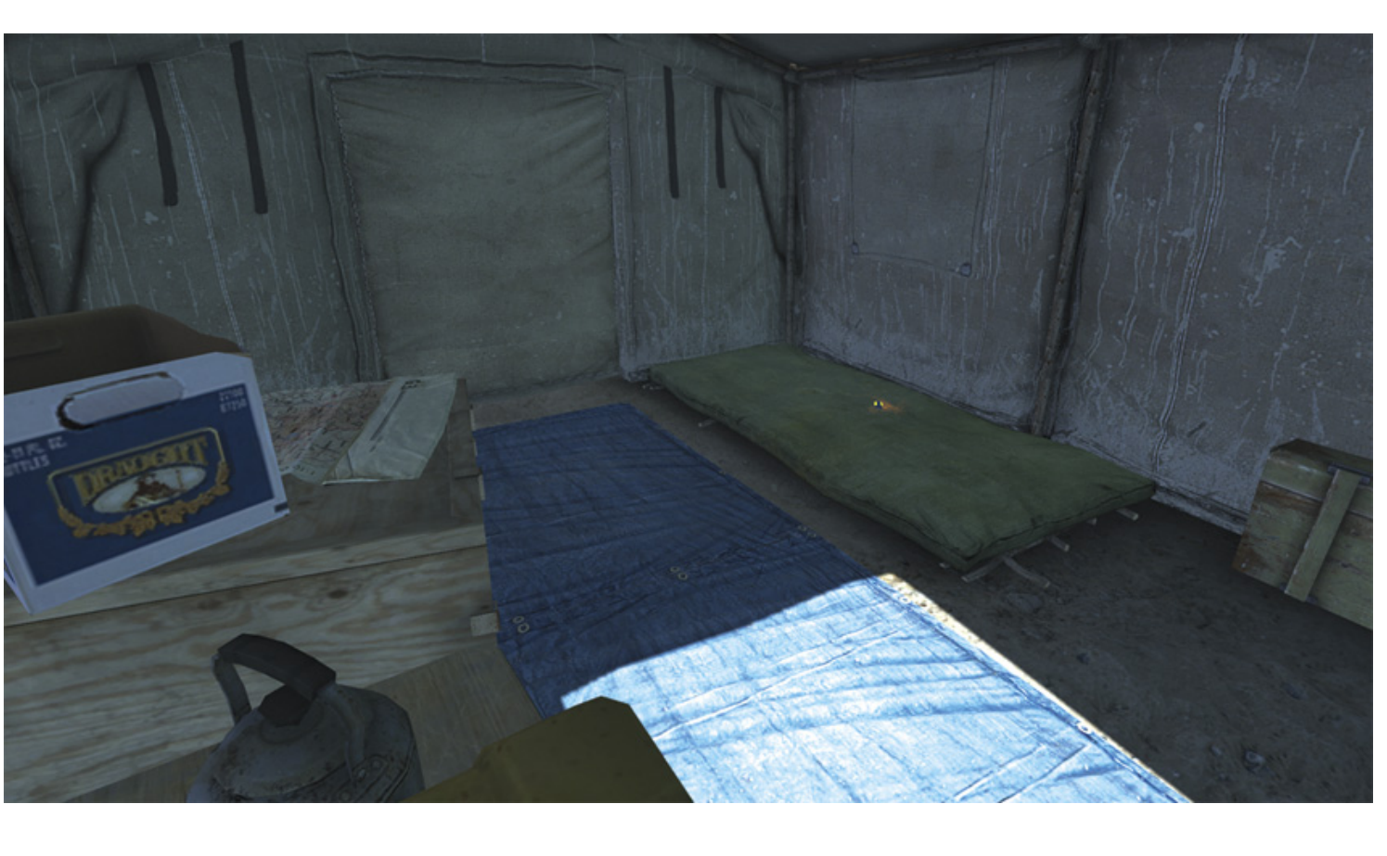
Blacklist Laptop

Neutralizing the Heavy Infantry soldier provides unhindered access to the Blacklist Laptop.

ASSAULT

The stronghold where Kobin's contact has taken refuge is occupied by four guards and one Heavy Infantry soldier. Going full Assault here is not advised unless you have already hacked the Blacklist Laptop that is under guard by the Heavy Infantry soldier and found near the objective of this area. Being detected prior to hacking the Laptop will result in it being destroyed. By circumventing the stronghold by climbing the exterior walls, you can sneak up on the Heavy Infantry soldier, eliminate him, and hack the Blacklist Laptop before raising hell against the guards in the adjacent room. Given the limited number of guards here to provide a resistance, just make use of the crates and doorways for cover and allow the guards to come to you.

3: Insurgent Camp



GHOST

After the enlightening conversation with Kobin's contact, your task is to locate the source of the broadcast signal. This leads you through an insurgent camp. Starting your approach from beneath a wooden bridge, it is not advisable to attempt your infiltration by climbing onto the bridge. Just beyond this bridge, a small path snakes along the cliff; from here, you can climb the crumbling stone walls and access the far side of the camp. Here, you will encounter three hostiles, the first two are patrolling an area of small rooms within view of a third hostile that is testing his weapon nearby. If you continue to follow this wall, you can use the cover available to bypass the first two and eventually the third hostile unnoticed. Just past this third guard is a tent. The Dead Drop for the mission is located within this tent, which conveniently provides a path to the far side of the camp. When attempting to bypass the guards at the mouth of the cave—and your exit from the area—use a Sticky Noisemaker to draw attention away from the building to the right, which can be scaled to drop down just outside of the cave. Staying on the periphery of the camp lets you avoid direct conflict while collecting the Dead Drop in the process.

Dead Drop

The mission's Dead Drop lies on a sleeping bag within the green tent found on the far side the camp.

ASSAULT

Your entry into the insurgent camp is from beneath a wooden bridge. This bridge also provides access to a cliff side that wraps around the crumbling stone walls that encompass the campsite. Avoid the urge to head to the ledge and climb up and onto the bridge by dropping from the ledge to the right of the Supply Cache. Above you, two guards are conversing and looking toward opposite sides of the bridge. Take one of them hostage, and use the Attract command to be detected by his comrade. At this point, you've surely attracted the attention of the enemies within the camp, who will be raining grenades and gunfire at you. Draw them out by throwing a Smoke Grenade into the camp among the trucks. Maintaining a detection here is risky and requires having a hostage and staying on the move. Also, it should be noted that reinforcements arrive periodically from the mouth of the cave, adding to the danger inherent in going loud here.

4: Village (2nd)

GHOST

Once you have climbed out from the caves, two paths into the village present themselves. Here you will want to follow the path across from the ladder. Turning left leads you into the mazelike village and puts you at risk of being discovered by the guard dog and his handler patrolling that side. As you continue forward, you will soon come upon the High Value Target and another hostile conversing. As with the previous areas, you will want to maintain your distance by staying along the farthest edges of the village, where patrols are lightest and the risk of being cornered within a building is not as likely. The exit is a mine shaft within a small building on the far side, opposite where you entered the village. As you make your approach, be aware of the two guards that patrol the small courtyard outside of the building and the lone guard roaming near the mine shaft. He can be bypassed if you remain within the shadows of the awning outside the building until he walks away.

High Value Target

Putting down the High Value Target and his comrade with Sleeping Gas prevents your being detected while you are tagging your captive.

ASSAULT

After climbing out of the caves, you enter a village. To your left, you can observe a guard dog and his handler searching about near a crumbled building. To your right, there is a low stone wall and the entrance of a home just beyond it. Start this firefight by killing the guard dog. During the firefight, try to stay near the entrance, using the stone walls as cover. As you progress into the village, keep an eye out for red drums, which explode when shot. These incendiary blasts can dispatch multiple enemies simultaneously with little effort. Avoid the building interiors, as well as the balconies and rooftops. Although the buildings may appear to provide cover, they leave you vulnerable to being trapped or shot at from afar. There is a Heavy Infantry soldier in the vicinity as well, so be prepared to deal with him. Duck in and out of cover, firing headshots until he falls.

5: Village (3rd)

GHOST

The third and final village area is a maze of cover options and tight corners. Exiting this area requires climbing into another mine shaft that is on the far end of the village within a building. The building that houses the mine shaft is accessible from three points. The first of these is the most obvious—the large, open door seen from the street. The second is a room that connects to it, whose entrance is just to the left of the previously mentioned large door. Both of these are at ground level and difficult to approach, let alone access without neutralizing the guards that patrol nearby. The third entrance (located on the roof) is well-suited for maintaining as light a presence as possible, keeping hostiles unaware of you in the process. Accessing this entrance means you will have to stay to the right side of the village. From your starting point, follow the small concrete steps on the right to the path wrapping around the building there. Two guards patrol this elevated location and can be quickly dispatched with Sleeping Gas or by luring them in for a Stealth Knockout. Just past the crates here and to the right you will find the rooftop entrance to the mine shaft. Before dropping down, be sure to throw a Sticky Camera to the floor below and survey the position and gaze of the nearby guards before climbing down.

ASSAULT

From the start of this area, make it a priority to get onto the balcony overlooking the area where the guards have congregated. This vantage point affords you two possible hostages that can then be used to shield you as you pick off the guards below with headshots. This balcony provides relative security, with only two paths leading up to it on opposite sides of the village area. For a little insurance as you rain bullets down upon the panicked guards at ground level, place a Proximity Mine (if purchased) at the stairs leading up to the balcony. There are only seven guards in this area (including the two on the balcony), and no reinforcements when you go loud. Make your kills quickly here and you are nearly home free.

Ghost/Assault Tactics

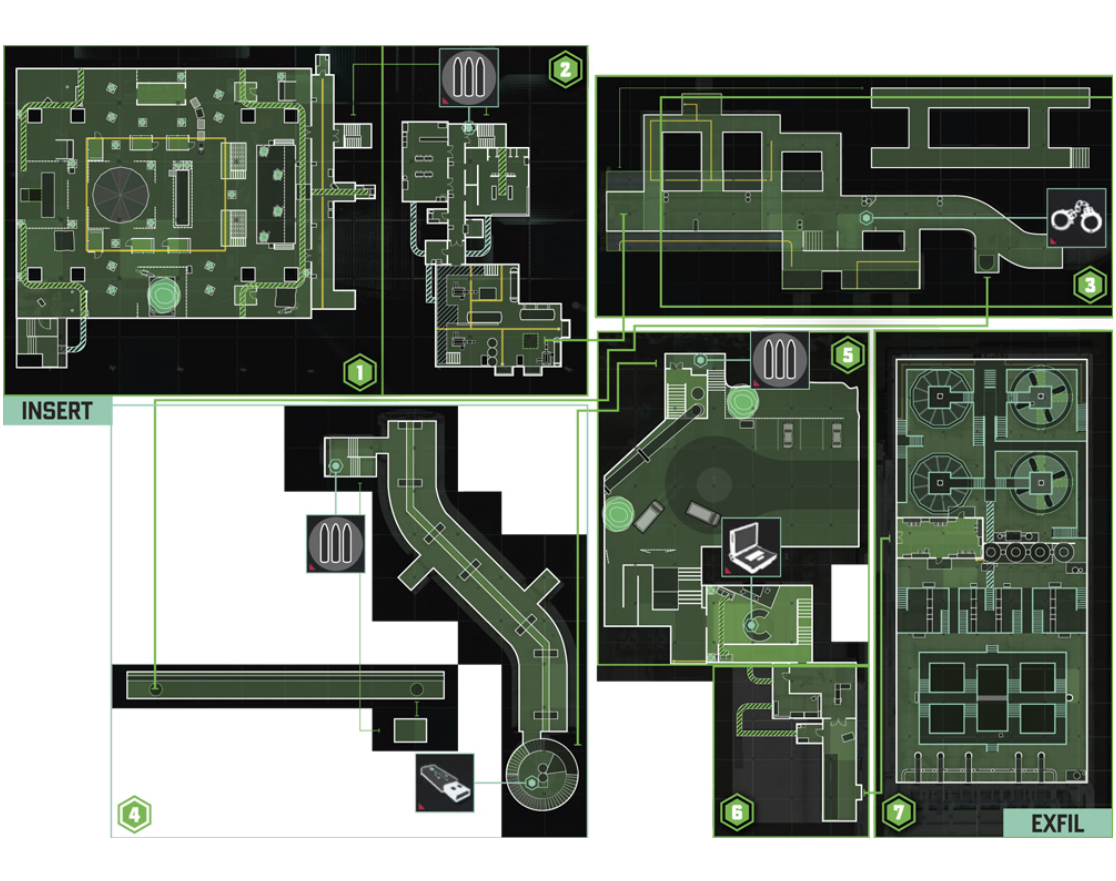
Mission 3: American Consumption Chicago, USA

GHOST

Ending the terror plot in Chicago leaves you outnumbered and definitely outgunned. Many of the areas found throughout this mission present multiple paths that can be used to circumvent enemy patrols, conserving your supplies and preserving your life. Each of the areas present vertical options as well. From the catwalks found in the Festival Hall to the pipes that snake their way above the sewers, these high vantage points are extremely useful, so be sure to keep an eye out for them as the mission moves on. Aside from being positions from which to observe the movement of enemy patrols, they also help when you're attempting to collect the three supplemental mission items (Dead Drop, HVT, and Blacklist Laptop). All three of these items are easy to bypass, but we will call them out as you approach the area where they are found. When preparing your loadout, take a moment to upgrade your Ops Suit (Pants) if you have the funds to do so. The extra magazines of ammunition, as well as gadget slots can prove their worth when attempting a Ghost playthrough on Perfectionist difficulty. In addition to that, keep your Sticky Noisemakers and Sticky Cameras (which should be upgraded with the Flash Charge) at hand, as these two trusty devices are indispensable tools of the Ghost arsenal.

ASSAULT

When you engage in a firefight during this mission, the place where you initiate the combat is what will determine if you survive. This mission affords you plenty of opportunities to take advantage of tight quarters that can be used to trap hostiles as they funnel in. Another advantage to be exploited is in elevations. Especially when facing down a large number of hostiles simultaneously, you will want to control the high ground. From these perches, you are less likely to be the victim of a grenade. Besides grenades, you will not come across any snipers during this mission—and the common hostiles are not the best marksmen. Prepare for this mission by ensuring that you have both Frag Grenades and the Tri-Rotor equipped, the latter is to deal with a Drone Operator that can quickly become a problem for you.



1: Festival Hall

GHOST

Entering the Festival Hall from the rooftop, you first observe the enemy from the safety of the catwalks that snake about the upper level of the space. Your objective from this point is to access a stairwell located in the hallway behind the stage area. From your entry point, this stairwell is to your right on the opposite side of the Festival Hall, just through a door to the left of the stage. While this door may seem like a promising access point, the area around the left side of the stage is swarming with hostiles that are hard to dispatch silently and nearly impossible to bypass undisturbed. Luckily, two other points grant access to this backstage stairwell. The first alternative is the door on the right side of the stage, which is not nearly as heavily guarded as its left side counterpart, but the danger of being discovered by a roving patrol is still a possibility. The second is a ventilation shaft that is accessible after passing behind the stage's curtain and climbing onto a scissor lift backstage. Of your three options, the best is to access the vent and pass through it to a small janitor's closet. From there, you have access to the backstage hallway and with some careful timing, the guards will never be aware of your presence.

Upon entering the Festival Hall, make your way to the nearby column and slide down it to the ground floor. Once at ground level, make your way past the massive Christmas decorations to your right. Climb over the white picket fence and follow it into the shadows. Just past the Christmas display are two columns to the right of the stage. Use these as cover; wait for the nearby guard presence to lighten up or dispatch the guards by ambushing them from behind as they roam about. From the last column, beeline behind the curtain and climb into the ventilation duct to pass into the janitor's closet.

Before exiting the janitor's closet, take a moment to peek under the door for the two guards roaming the hallway. Once they go their separate ways, exit and make your way down the hall to the right.

Note

When trying to get past the guards, be aware that they might double back, leaving you exposed in the hall. Jump onto the pipe above the path to shimmy over the heads of the unsuspecting foes.

The exit will be to your right; pass through to begin the next objective.

ASSAULT

Your entrance into the Festival Hall places you on a catwalk that runs alongside the conduits and ventilation shafts high above the floor. This elevated position serves as an excellent place from which to attack. Using an unsuppressed Assault Rifle or Sniper Rifle, begin your attack by firing on the guard that is patrolling the area immediately below the insertion point. He is wandering about the Christmas tree displays below and unaware of where the shots are coming from. It is imperative that you focus on making headshots during this phase of your assault to conserve ammunition.

2: Basement

GHOST

After navigating the Festival Hall, your exit is a stairwell leading into the bowels of the building. At the bottom of the stairs you will find a Supply Cache. The objective is to access the sewers via a maintenance entrance inside the boiler room. This time, not only do you have enemy guards to deal with, but you also have to ensure that your actions do not compromise the hostages being held within the boiler room. Two paths access the boiler room: a set of double doors and a ventilation shaft. The doors are out of the question when attempting to go Ghost, as you will pique the interest of the guards within the boiler room if you attempt to open them. As for the ventilation shaft, it is located in an electrical room with circuit breakers adjacent the double doors to the boiler room. Only one guard maintains a presence around the entrance to the boiler room and you can bypass him unnoticed when approaching by way of a vent that leads from the employee break room to the electrical room. Once inside the boiler room, it is best to stay within the shadows, using the pipes and machinery to provide cover near the far wall on your way to the sewer entrance.

The most direct way out of the stairwell is through the double doors. From here, proceed across the hall and into the break room, which is dimly lit by vending machines. In the far corner, opposite the vending machines, locate the vent and enter it. The vent leads to the electrical room. Wait for the guard patrolling that area to step into the hallway before climbing down and entering the other vent to your right.

Note

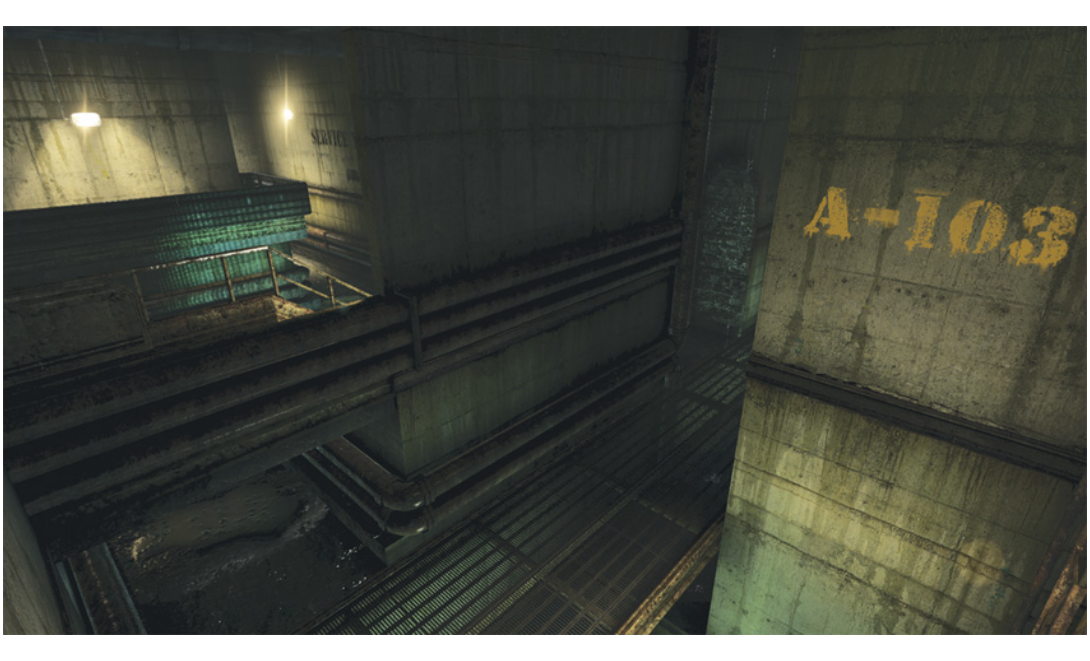
While in the electrical room, you can flip the nearby switch to shut off the power to the entire basement level, but keep in mind that this jeopardizes your Ghost scoring, because the guards will be suspicious.

After crawling through the vent, you exit into the Boiler Room. Be careful; a guard patrols a path toward the vent and he can easily discover you. Move right from the vent, staying close to the wall. When you come to the set of stairs, take cover beside the pipe nearby. Now switch to cover along the machinery just past the stairs to the right. Continue to follow the wall, moving behind the machinery. At the dead end, take a moment to observe the patrolling guards. From this point, you can throw a Sticky Noisemaker to draw attention away from the nearby sewer access. When the attention of the guards is grabbed by your distraction, climb the nearby pipes and enter the sewer access to find the next area.

ASSAULT

After you enter the stairwell, head down to the lowest level. There is a Supply Cache here if you need to restock. Exit the doors and head left to set up behind cover. Begin the fight by allowing yourself to be detected by one of the guards that is within the hallway. Hold your position in this hallway, swapping cover when necessary as you wait for hostiles to flood into the hallway. Soon, the flow of enemies may cease. To lure out the guards within the boiler room ahead, open the doors leading to the boiler room and fire a headshot at the guard that is walking on the balcony overlooking the hostages. This will get the attention of the guards inside. Now fall back to take cover near the barricaded elevator and wait for the hostiles to flood in, eliminating them as they do so.

3: Sewers



GHOST

The dark, dank, confined sewers are packed with patrolling hostiles. Your objective here is to gain entrance to a series of maintenance tunnels by bypassing the guards on the opposite side of the sewers. Avoid staying on the ground here; instead, make use of the pipes overhead to traverse unseen. Here is where you will find the High Value Target for the mission as well, who just happens to maintain a patrol along a route you wish to take.

Once within the sewers, climb out of the runoff and onto the path to your right. Jump up to the overhead pipe and shimmy along the path. Soon, the path will curve. Wait for the nearby guards to look away before dropping down and then hurdle the railing and follow the curve. Follow the grated floor until you come to the end where a hall to the left opens up. Drop down the side of the platform here and wait. Soon the High Value Target will patrol this small walkway. When he does, capture him.

High Value Target

Await your prey in this small corridor to capture him out of sight of his comrades.

Use care when rounding the corner; a Heavy Infantry soldier frequents the chain-link fence area of the lighted corridor. Stay low and follow the path past the lights and enter the open hatch at the path's end.

ASSAULT

After you come down the ladder into the Sewers, climb over the railing to your right. Take cover near the first bridge and lure the guard just ahead of you on the right. When he comes to investigate the sound, take him as a hostage. Now that you have a human shield, cross the bridge and approach the guard patrolling the far end of the left walkway. He will detect you as you approach, so be ready for the headshot. Now that you've been detected, continue to the end of the walkway and past the bridge. From this corner, use the Human Grenade ability and throw your hostage over the railing toward the service tunnel. When he explodes, he clears a large area of hostiles. Don't rest yet; a Heavy Infantry soldier and the HVT are emerging from the service tunnel. Throwing a Frag Grenade into the tunnel can equalize the situation, but keep in mind that the Heavy Infantry soldier will still require a bullet to his head to put him down.

4: Maintenance Access

GHOST

After the sewers, you enter a maintenance tunnel that leads to a stairwell to the area nearby the filtration plant. The first section of your trek through the tunnel takes you alongside a large pipe drawing its water from the filtration plant. A new enemy makes an appearance here. Small and slow-moving, a Recon Drone patrols the tunnel alongside the guards. The Engineer controlling the Drone is posted on the opposite side of the tunnel near the exit. Just past the Drone Operator, a stairwell leads to the surface and exits just in front of the filtration plant. Along the corkscrew path of the stairwell, you will also find the mission's Dead Drop sitting atop a ledge. Recovering it requires a bit of climbing as you make your way upstairs. Once you arrive at the top of the stairwell, you step into a small valve room that exits to stairs that lead to the front entrance of the filtration plant.

Climb onto the pipe within the maintenance tunnel and progress along the catwalk until you arrive at the end of the tunnel. Climb down to the left to get behind the Drone Operator, staying low as you creep past him into the nearby open door. Climb the nearby ladder and navigate the ledges to locate and collect the Dead Drop before climbing onto the stairs.

Dead Drop

This Dead Drop is easy to overlook: Climb the ladder at the bottom of the stairs to access it without doubling back.

At the top of the stairs, wait for the guard to pass to the left of the door before exiting to bypass him unseen. If you need to do so, restock at the Supply Cache just outside before ascending the stairs to the entrance of the filtration plant.

ASSAULT

Before leaving the small control room to enter the maintenance tunnel, take a moment to restock at the nearby Supply Cache. Take cover near the entrance to the maintenance tunnel and use your Stun Gun to disable the small Recon Drone as it rolls by the doorway. Now that the Drone is disabled, deploy your Tri-Rotor and send it down the tunnel. Look for the Drone Operator at the end. Use a Sticky Shocker to neutralize the Drone Operator and thereby cut off Drone activity, which can be particularly dangerous here. Now, step out into the tunnel, allowing yourself to be detected by the guard to the left of the large pipe that runs the length of the tunnel. This starts the detection phase. To stand your ground during the firefight, use the concrete supports that hold up the pipeline. These supports are placed at equal distances and can be used to monitor both sides of the pipeline as you advance from one to the next. After the maintenance tunnel, climb the long, winding stairwell to the surface. As you exit the stairs, you'll see a guard standing outside the doors leading to the surface. Take him by surprise to end him quickly.

5: Filtration Plant (Lobby)

GHOST

The lobby area and entrance to the filtration plant are lightly guarded, but the guards efficiently patrol the area, leaving no stone unturned. Two guards patrol the entrance while one wanders about the lobby, patrolling the first and second floor. Leading up to the entrance, there are two paths: a set of stairs to the left and a ramp to the right. Two white vans sit idling on the street and can be used for cover; because they have their headlights on, be sure to approach from the vehicles from the right to avoid detection. Although the front door is the obvious choice to access the lobby, scale the pipe running along the wall to the right of the entrance. This pipe leads to the roof, where a vent can be used to access the second floor of the lobby. However you enter the lobby, be sure to hack the Blacklist Laptop behind the reception desk on the first floor.

Approaching the entrance from the right side allows the walls of the ramp to serve as cover during your approach. Climb onto the railing at the first turn. Throw a Sticky Camera toward the entrance where the two guards are standing and use Sleeping Gas to incapacitate the threats. To the right of the entrance, scale the pipe running along the wall. On the roof, use the vent to reach the second floor of the lobby. Neutralize the guard inside before moving to the first floor, where the Blacklist Laptop is located. Once you've hacked the Laptop, use the door to the right of the stairs to access the security checkpoint.

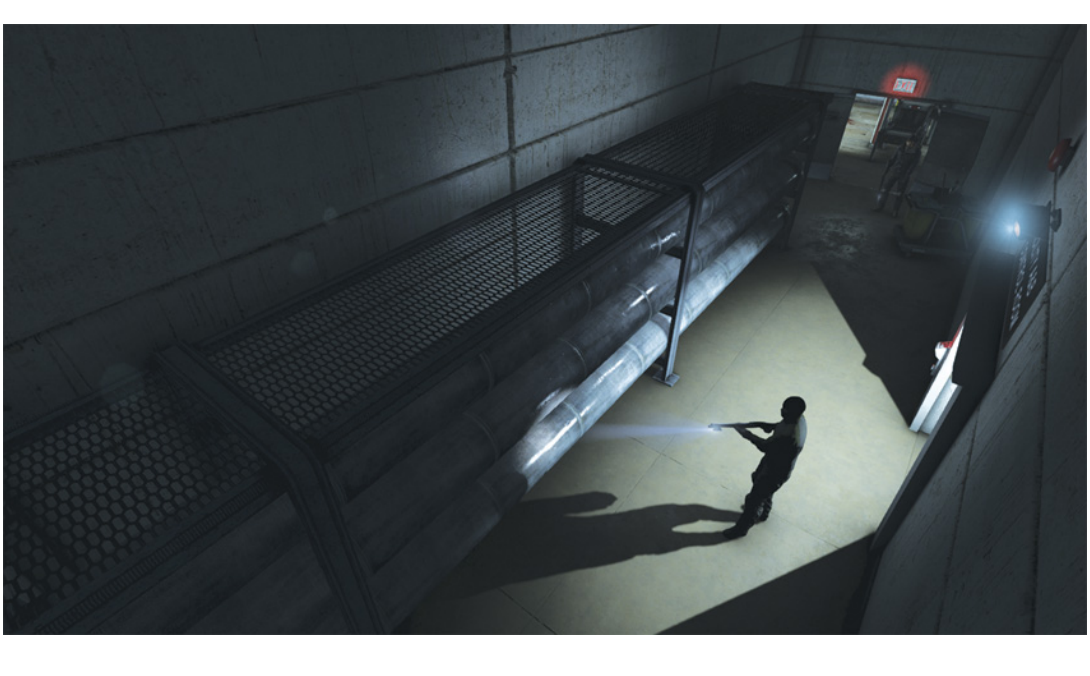
Blacklist Laptop

On the receptionist's desk you will find the Blacklist Laptop. Neutralize the nearby guard to eliminate the risk of detection while hacking the device.

ASSAULT

Stand at the water's edge after coming out of the maintenance tunnel. Take a moment to restock at the nearby Supply Cache. When ready, ascend the nearby stairs and step onto the asphalt. Crossing this small patch of pavement to approach the Filtration Plant's Lobby will result in a detection if you stay upright and sprint toward the vans parked nearby. Approach the building by way of the stairs on the left side, which affords better visibility of the entryway. With only three guards here, you can quickly overwhelm them if you act aggressively. Just be careful to not waste ammunition here. You will need it after you enter the Filtration Station.

6: Filtration Plant (Security Checkpoint)



GHOST

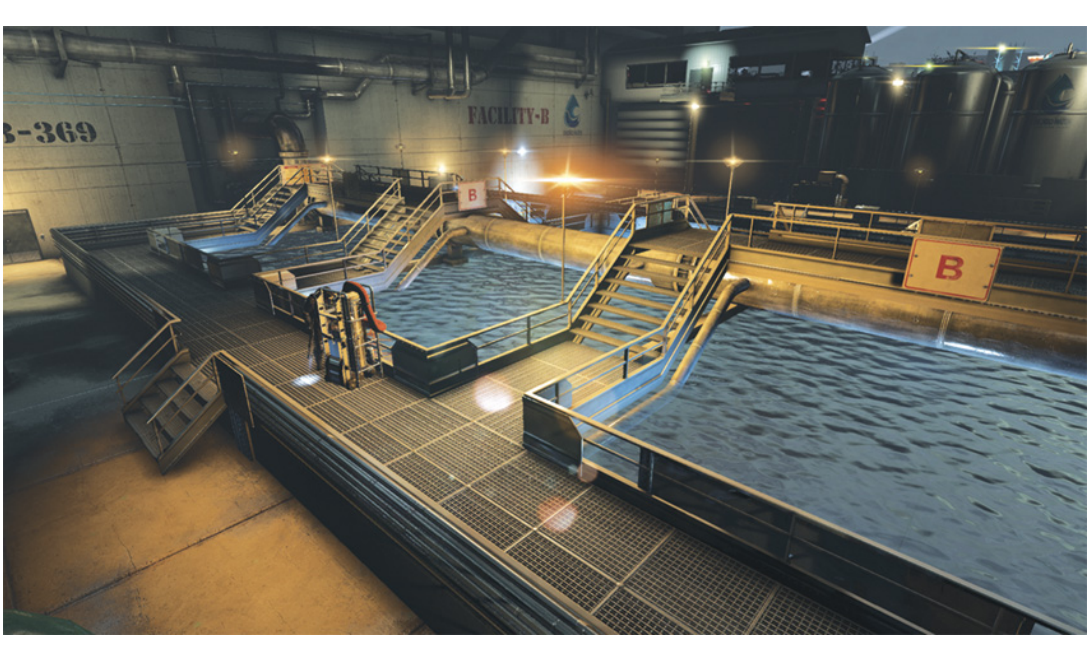
Just past the lobby lies a security checkpoint; although it's unguarded, the metal detectors are still active and will set off alarms when you pass them. The nearby security office affords you with a vent that can be used to reach a janitor's closet that opens to the hallway, where you'll find the area's exit. The two guards that patrol this hallway make leaving without causing a disturbance difficult. Use the closet to lure the guards into a trap without having to use any gadgets.

Enter the security office to access a vent that leads to a janitor's closet. After turning the lights off in the janitor's closet, lure one of the guards to the room and neutralize him when he gets close. Only one guard remains near the exit. Climbing the nearby pipes puts you in position to perform an Aerial Knock Out on the guard, clearing the path to the plant's pumping stations.

ASSAULT

Once inside of the building, you come to a security office. To the left of the office is a metal detector. This detector is not in operation, so take cover near it and lure the nearby guard over to it. Take him as a hostage and enter the hallway just beyond the detector. His comrade near the exit will detect you as you approach, so eliminate him when he does. After killing the hostile that was guarding the exit, finish off your hostage with a melee attack before moving on.

7: Filtration Plant (Pumping Station)



GHOST

The pumping station is divided into two halves and each has a poison device that must be disabled. Both halves are a maze of stairs, catwalks, and pipes. With each side having a few enemies patrolling about, it is best to stay on the periphery. The control room that you begin in divides the two sides, but there is also a shortcut connecting the two halves that is relatively safe, with only one guard frequently patrolling the area. This shortcut is a small path along the wall dividing the two halves on the station's far end. While most of the hostiles here are your standard fare, standing guard near each device is a Heavy Infantry soldier. When attempting to disable the poison devices, take care to ensure that this threat is walking away from the area before you tamper with the device. From the control room, it is best to begin the objective on the right side of the facility toward Objective B, as the end of the mission requires you to close an outflow valve that is located just below the control room and on the facility's left side (Objective A).

Exit the control room toward Objective B. Climb over the railing to the left and shimmy along the ledge until you come to a pole. Continue moving toward the left side of the station; head downstairs and follow the wall, climbing up and over the railing. Stay low while moving along the path and climb onto the platform to your right at the bend. After climbing up to the platform, you will see the objective (B) and the Heavy Infantry soldier guarding it. Wait for the Heavy to walk away and then approach it, staying low to avoid the attention of the guard walking about at ground level. Disable the pump and move on toward Objective A. Backtrack toward the control room. Locate and move toward the holding tanks in the far corner of the facility. Use the path that cuts past the holding tanks to access the facility where Objective A is located. After passing through the shortcut, Objective A is within sight. Stay low as you move toward the objective. Climb onto the pump, taking cover to stay low until the Heavy Infantry soldier guarding it walks away. After you disable the second device, you must close the facility's outflow valve. This valve is located beneath the control room. Double back toward the control room, passing beneath the catwalk where the heavy soldier was patrolling. Cutting between the pumps, you will be able to bypass both guards on your way to the valve. When you enter the valve room, be sure to close the door behind you to reduce the possibility of being discovered.

ASSAULT

Because the Filtration Plant is divided into two halves, you must consider where you begin your rampage. From the control room, attack Facility B first. This is the half that is to the right of the control room. Beginning the firefight on this side affords you the advantage of surprise. After you have come down to ground level, use a Frag Grenade on the two guards across the gap from where you drop down. They will be near the filtration tank, conversing with each other. After throwing the grenade, run to take cover: The kills will count as Combat Kills and a detection. The advantageous aspect of taking cover is that hostiles begin searching for you and you can kill them while detected, which awards even more Combat Kills. The key to surviving in this open area, where only pipes and catwalks suffice as cover, is to stay constantly in motion. Focus on killing the Heavy Infantry soldiers first. Each half of the Filtration Plant has one of them stationed near the filtration tanks, where the pumps are found. Once these brutes are dead, the remaining soldiers quickly fall prey to you.

Ghost/Assault Tactics

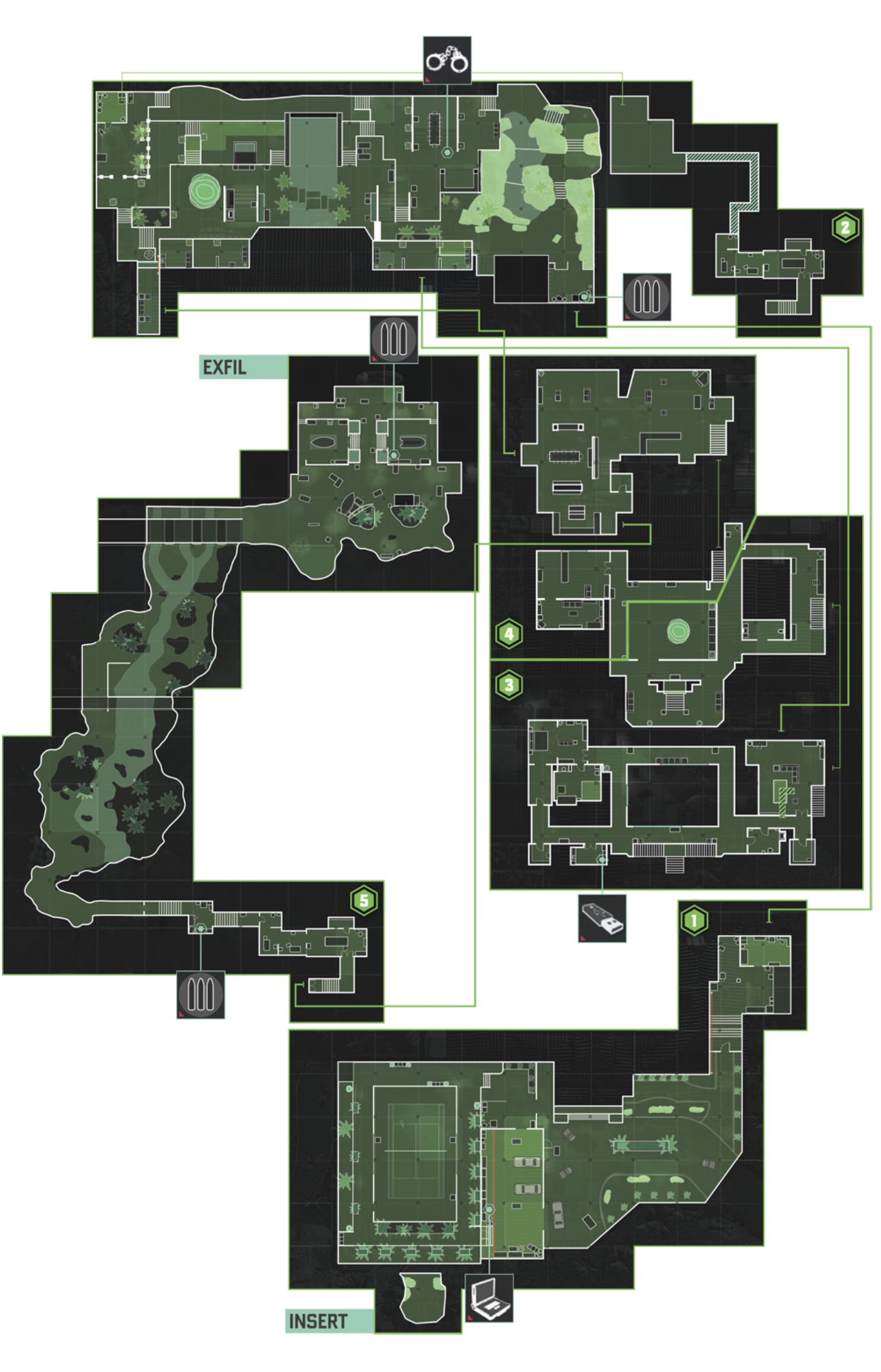
Mission 4: Private Estate Ciudad del Este, Paraguay

GHOST

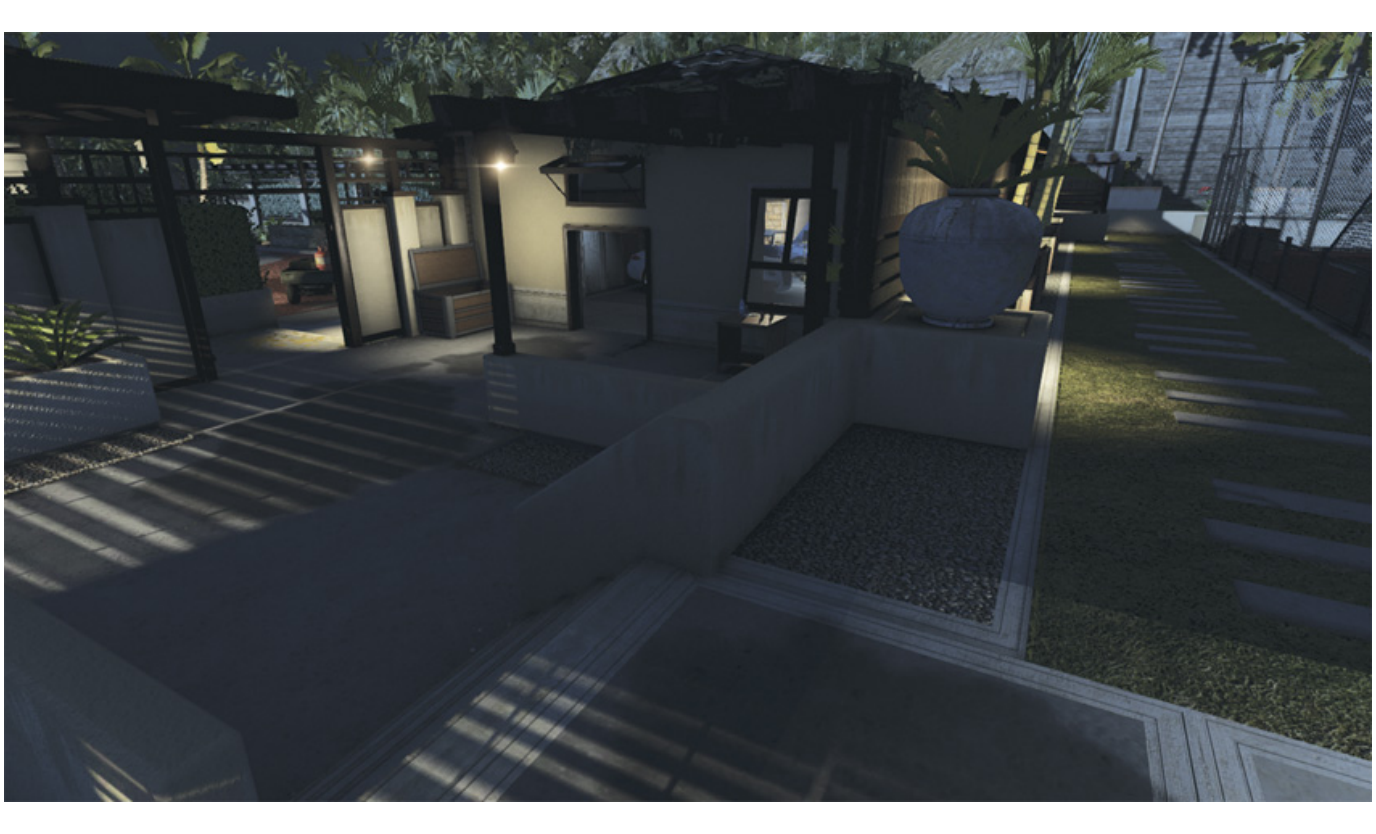
Infiltrating Reza Nouri's estate can be difficult due to the tight patrols that his guards follow. They are frequently within sight of one another. Because of this, try to avoid engaging the enemy if you can and opt to sneak past the patrols. Thanks to the terrain of the patio area, it is easy to evade them and avoid detection by making use of the stairwells and ledges. Once inside the estate, expect to move quickly and efficiently through the house, which is best accessed by way of the second-floor balcony. The second floor of the building has much lighter patrols and it is where you need to be to pick up the Dead Drop and access Nouri's panic room. After finding Nouri, you will find yourself playing bodyguard against a team of Commandos. Neutralizing these threats without being detected will require the use of a few specific gadgets that any Ghost should have in his arsenal. When preparing your loadout, be sure to include both the Sticky Camera and Sleeping Gas. Another necessary gadget once inside the estate is the Sticky EMP, which can be used to disable the lasers that are used as the building's security alarm.

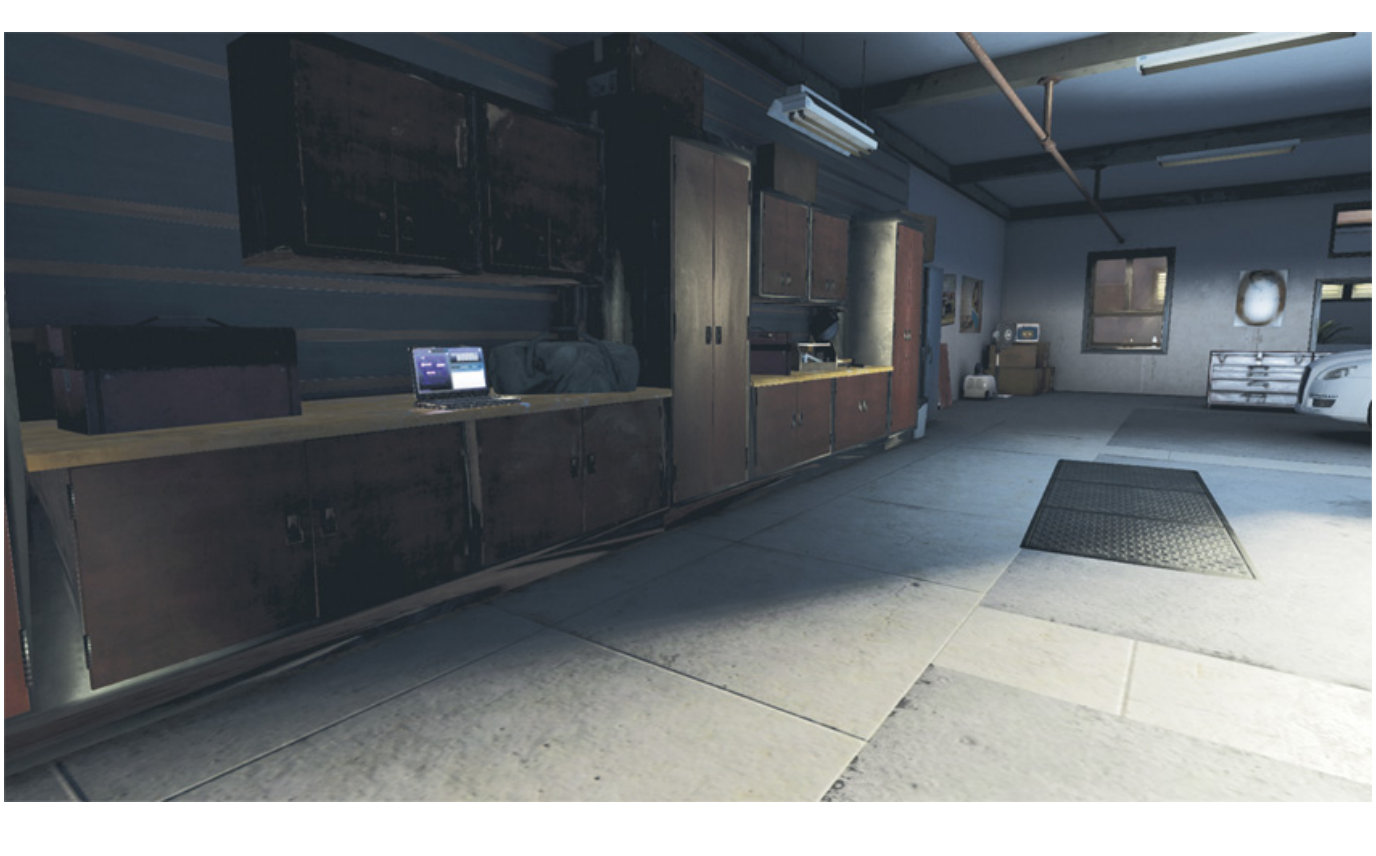
ASSAULT

Engaging in an Assault playstyle during this mission takes some careful planning. While the environments may offer what seems like adequate cover, the open spaces, stairs, and balconies equate to a situation where you can be quickly overwhelmed. Hostages are necessary to surviving the fight. If you decide to go in guns blazing, you have to have upgraded your Ops Suit and weapons to have both the armor and ammunition necessary to survive. Take a moment in each area to set up your engagement; quite often it will spare you undue punishment and allow for higher Assault scoring in the long run. In the latter portion of the mission, you will be confronted by Commandos. These elite foes are dangerous, frequently emerging from a cloud of smoke and overwhelming their enemy. Equalizing the fight against Commandos requires the use of Sticky EMPs. Their goggles are temporarily disabled if they are caught within the blast radius. When preparing for this mission, ensure that you have equipped an ACOG Scope and Extended Mag on your alternate weapon.



1: Tennis Courts





GHOST

After your insertion, you rappel down an exterior wall and to the tennis courts of Reza Nouri's private estate. While your first notion may be to beeline for the door immediately right of the tennis court, the security light above the doorway makes it very easy for the nearby guard to detect you. By shooting this light out, you will attract unwanted attention to yourself. Instead, opt to proceed left and circle the perimeter of the tennis court until you arrive on the opposite side. You are likely to come across a second guard here; wait for him to continue his patrol around the tennis court before you attempt to pass him. Step down the concrete steps and turn right. Inside the nearby garage is a mechanic at work on a vehicle. On a workbench, the mission's Blacklist Laptop is situated. To access the Laptop, step into the garage and turn right. Locate the pipe running along the ceiling and jump up to it. Shimmy along the pipe, then perform an Aerial Knock Out on the mechanic and hack the Laptop. Exit through the garage door, make your way behind the red car, and stay along the landscaping near the wall to your right. Be careful; the nearby dog poses a hazard as you proceed. A Sticky Noisemaker aimed toward the front door of the estate is a good way to pull the dog's attention from where you need to go. Continue along the wall and soon your will come to a door. Just beyond, you will find the security office.

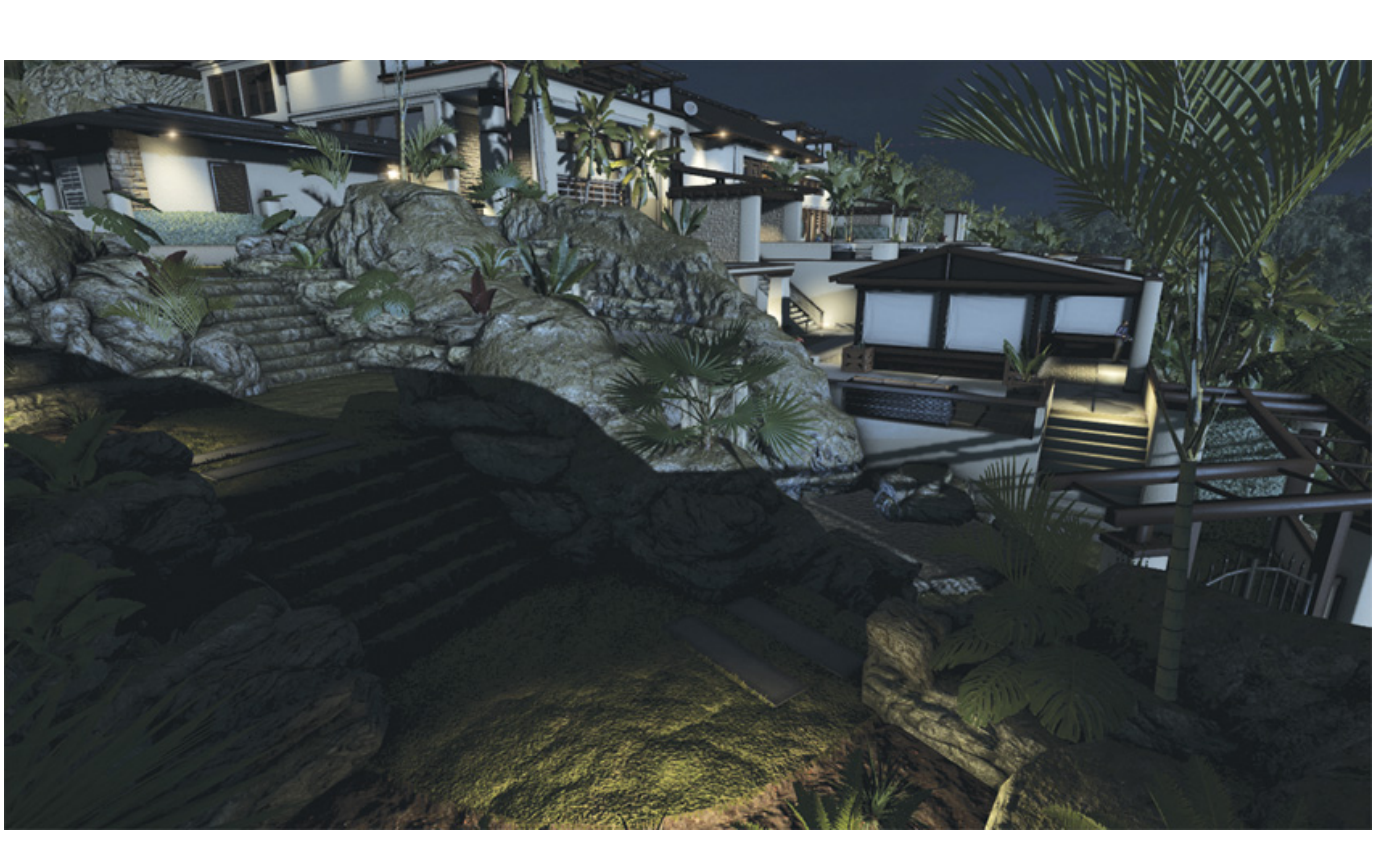
Blacklist Laptop

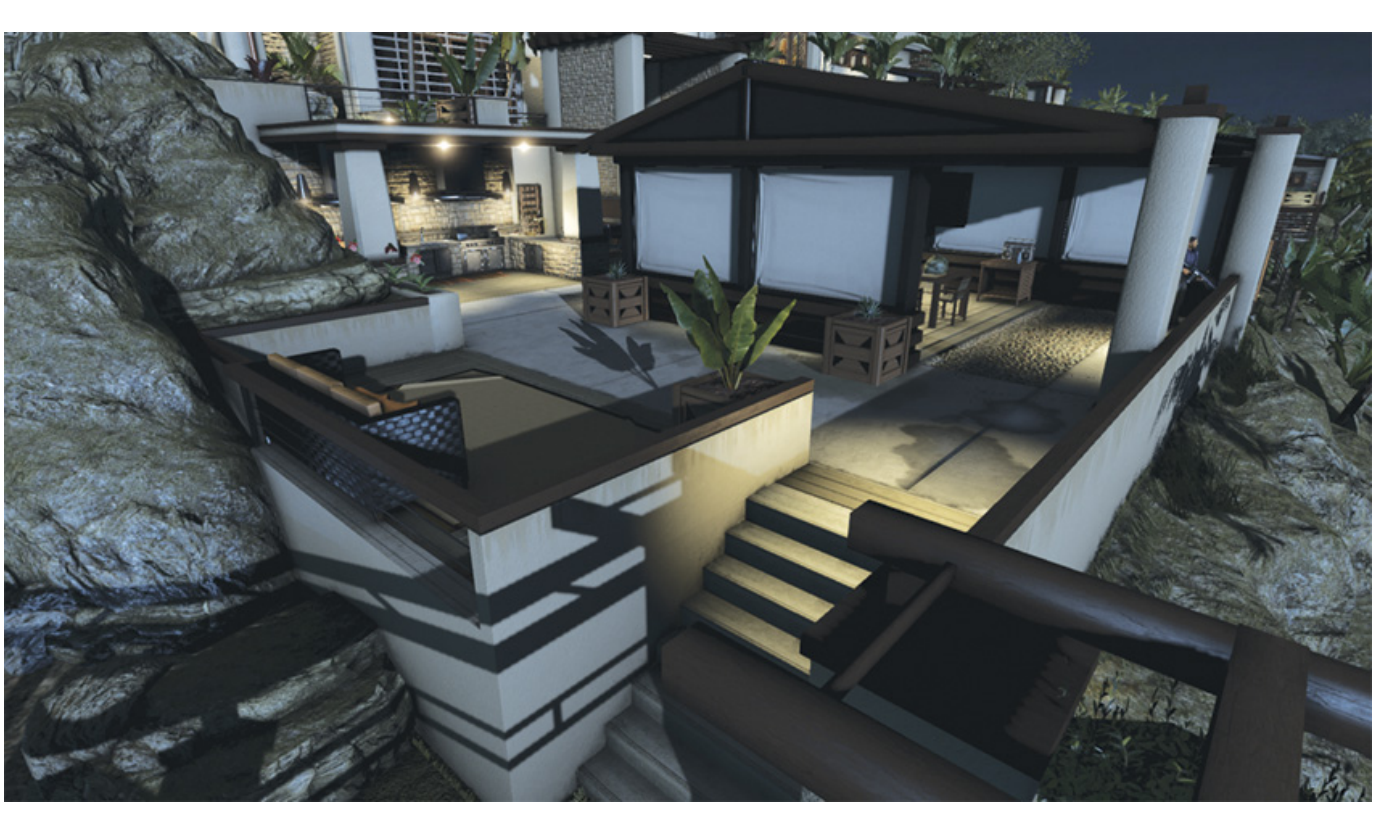
Accessing the Laptop means neutralizing the mechanic. Be careful though, a guard periodically enters the garage.

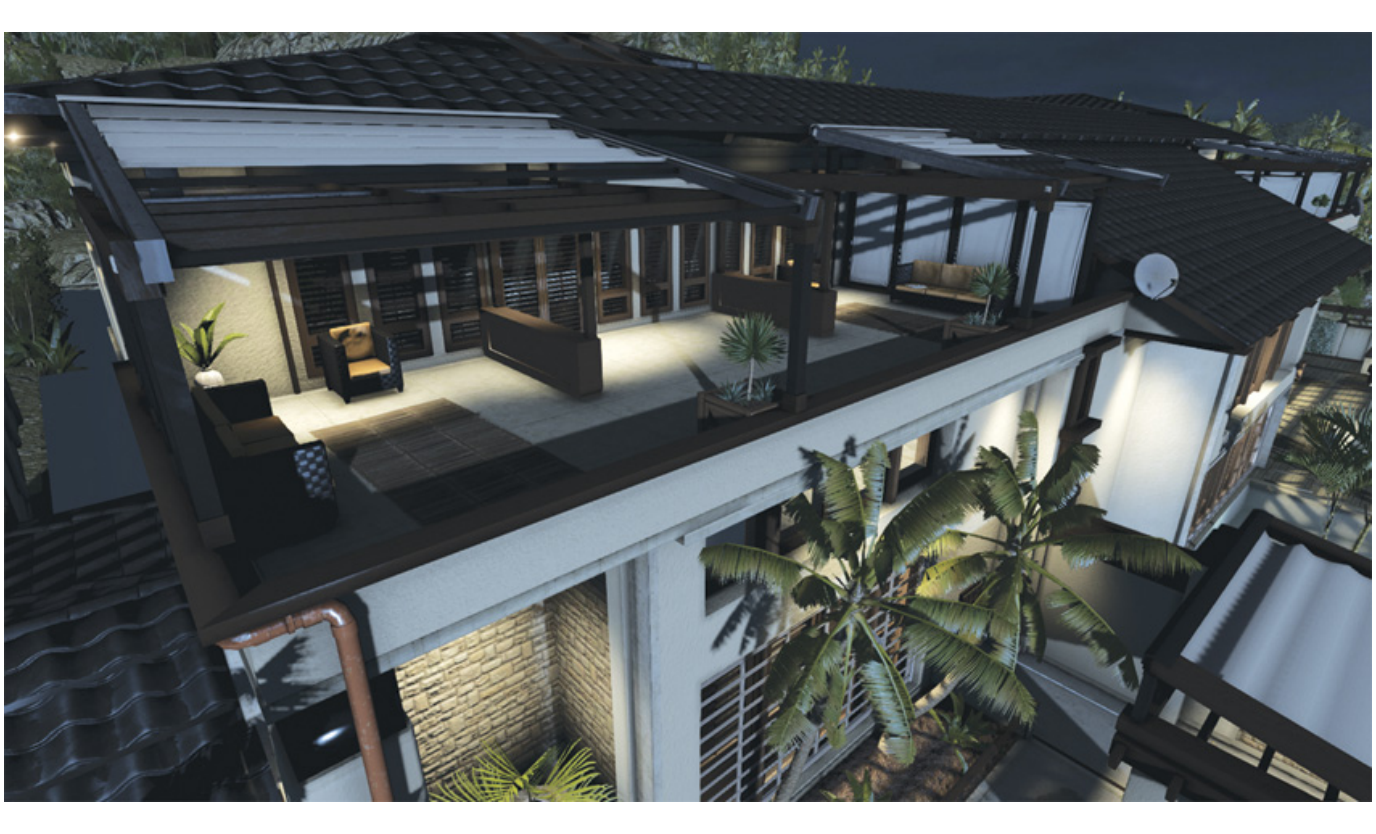
ASSAULT

Your largest risk when going loud here is the dog patrolling the entrance to the estate. After rappeling from the wall to the tennis court, take cover near the door to the right. When one of the guards come near, take him as a hostage. Now, make your way to the far side of the tennis court, ensure that you are detected by the guard there, and kill him. This is the action that stirs the hornet's nest. Move away from the concrete steps leading from the tennis court and wait for the dog to come running. Eliminate him before he gets close. Now, maintain a position near the steps. They provide excellent cover as hostiles approach, allowing you to peek out and pick them off one by one. Be careful; reinforcements will arrive from the area near the objective. Because of this, do not get caught in the open area at the entrance by assuming the coast is clear.

2: Estate (Patio Area)







GHOST

After the security system has been accessed by Charlie, you exit the control room and step into the lavish patio area of the estate. This area is heavily guarded, with patrols frequently crossing paths with one another. After exiting the control room, follow the stone wall to the right until the path turns to the left. Follow the path and take cover near the stairs; soon a guard will patrol the area. Quietly neutralize him when he does. Continue along the path and up the stairs to a outdoor kitchen and dining area. Stay outside the tent to avoid the gaze of the guards and maintain visibility of the kitchen area. The High Value Target for the mission frequents the area. Wait until the second guard leaves before capturing the target. Move past the dining area and turn right. Continue past both sets of stairs and climb over the ledge near the stairs leading down. This path is frequented by a guard dog. While hanging, throw a Sticky Camera toward the animal and release the Sleeping Gas to neutralize it. Proceed down the stairs and follow the dirt path. Soon you arrive at a small building where you can deploy your Tri-Rotor to release the EMP and shut down the estate's power.

High Value Target

Staying off to the side of the dining area affords visibility of the HVT. Once he is alone at the kitchen area, capture him and leave him out of sight.

With the power down, the guards are on full alert and they are hunting for you. Exit the building and turn left to follow the dirt path back toward the dining area. Once you have reached the dining area, turn right and proceed up the stairs near the outdoor kitchen. At the top of the stairs, climb onto the wall to your right that divides the area from the pool. From this ledge, you can climb the wooden trellis up to a balcony. This balcony serves as your insertion point into the estate.

ASSAULT

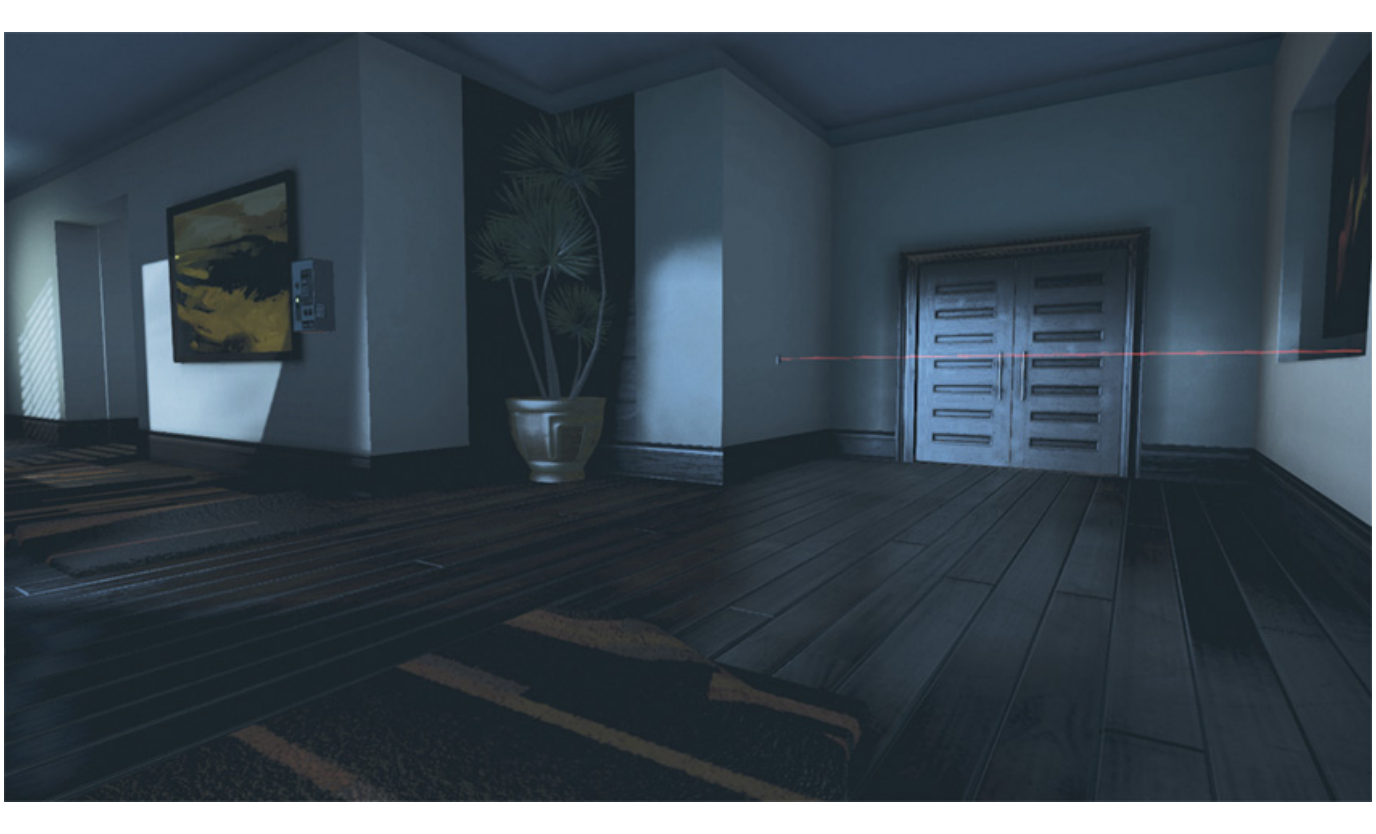
The patio area poses a unique opportunity for going loud, if you purchased an ACOG Scope for your alternate weapon. From the start of the area, go left, eliminating the guard there in the process. Now, climb the nearby pipe up to the balcony. Allow the guards below to see you; doing so will draw their fire to the balcony. From this vantage point, switch your alternate weapon to single shot and you can snipe the guards below. Switching from one side of the balcony to the other will throw the guards into a panic, and you can pick more of them off and whittle down their numbers. Don't get too greedy; once the guards have your position, they can quickly kill you if you are exposed.

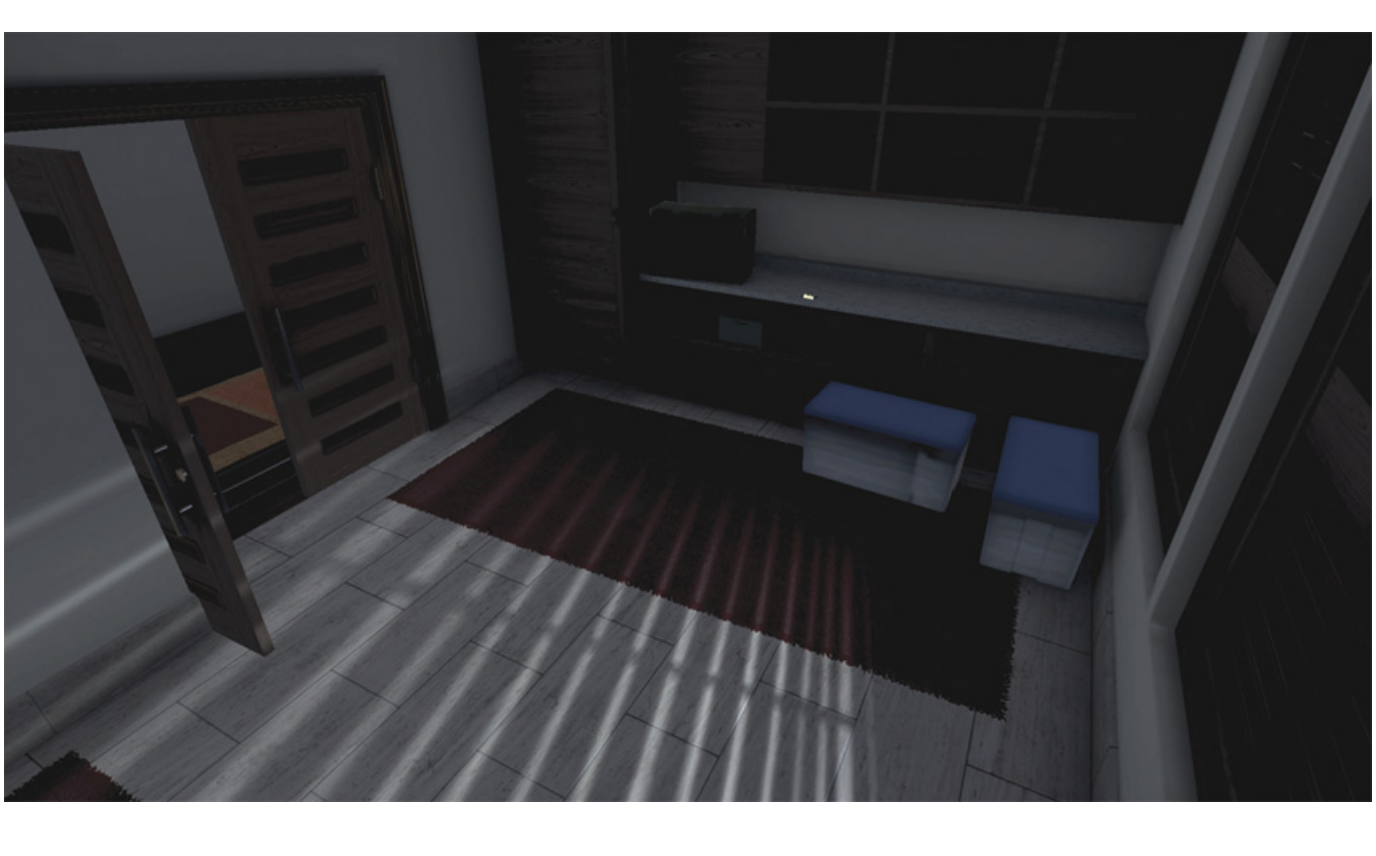
Tip

Throwing a Sticky Camera to the patio below can help you to mark hostiles so that you can easily keep track of their locations.

After the EMP sequence, make your stand within the building you used to deploy the Tri-Rotor. Fire a single unsuppressed shot to get the chaos started. Be careful when the door is breached because it is likely a guard dog will be with the hostiles as well. As you step out from the building and make your way toward the patio, be ready to retreat to the building if you need to. Take cover near the door, switching from side to side to pick off any enemies that approach. After you have cut their numbers down, make your way toward the estate. Keep an eye on the balconies, as guards will try to fire upon you from these elevated positions. If you have difficulty finding hostiles, look for the beams of their flashlights to locate them as they move about the patio in search of you.

3: Estate (Interior)





GHOST

Caution

Guards are roaming through the floors in search of the intruder. Use the Sonar Goggles to keep track of their locations through walls, but do so intermittently, as the Goggles can obscure your vision.

If you chose to enter via the second-floor balcony, you begin the infiltration within the estate's parlor room. Exit the room via the door and turn right. Follow the hallway and use a Sticky EMP to disable the control box on the right. At the end of the hall, wait for the guard to enter the room just around the corner to the left. Turn right and follow the path until you come to a junction. Ahead of you is the bedroom where the panic room is found, but a laser blocks your path. Turn left and note the control box on the wall, but be aware of the guard that patrols through this area.

Note

At this point, if you have previously collected the Dead Drop, you can disable the control box and proceed into the bedroom.

Continue past the control box and turn right. The first door on the left is the room where the Dead Drop is found. After collecting the Dead Drop, exit the room and turn right. At the first left is the control box you just passed by. Disable it with a Sticky EMP and enter the door to the left, which was guarded by a laser. There may be hostiles inside, so be sure to take cover near the door until it is safe to proceed. The bathroom is immediately to the left after entering the room. Here, you can breach the panic room and confront Reza Nouri.

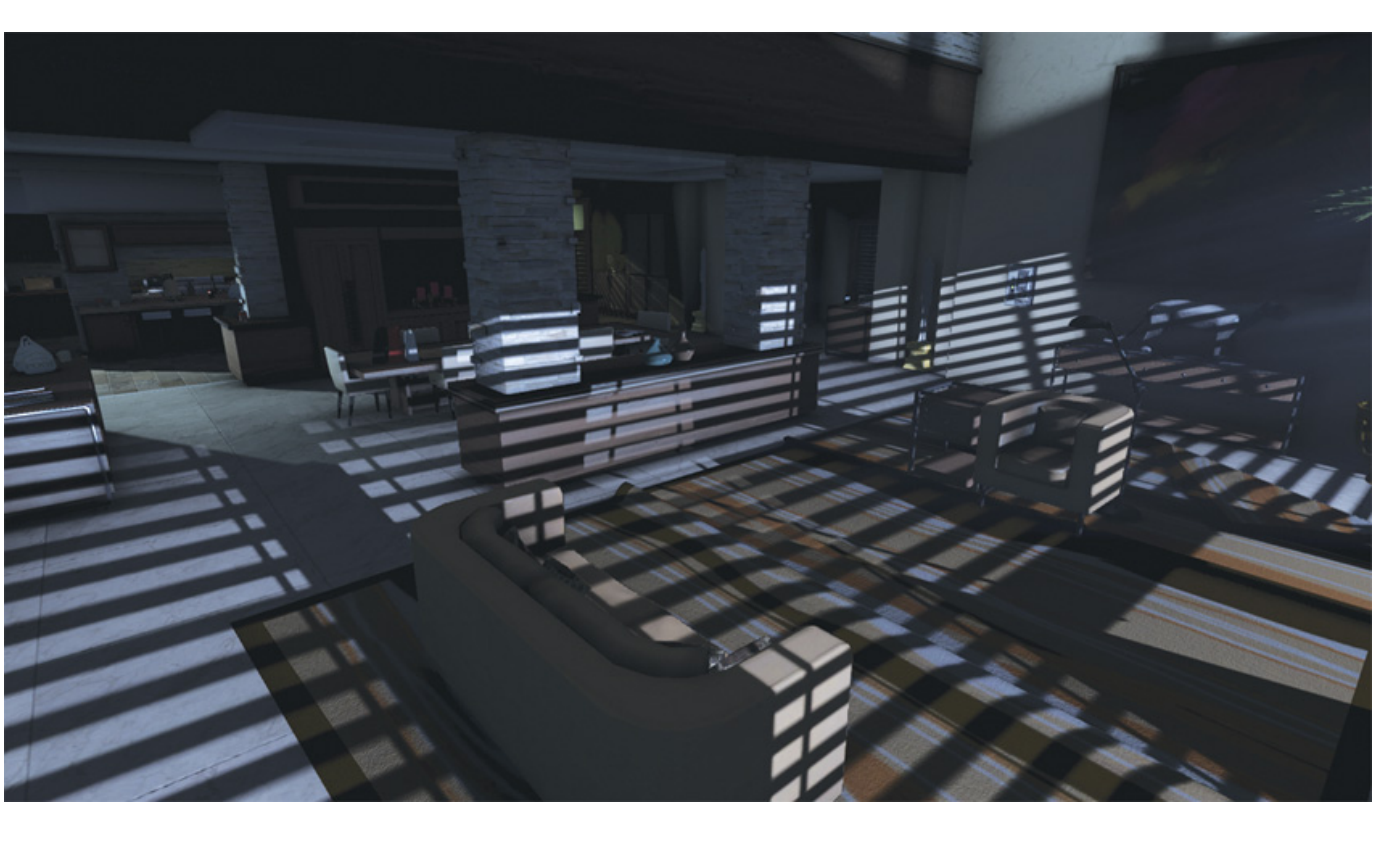
Dead Drop

After collecting the Dead Drop, use your Sonar Goggles to track the guard that patrols near the control box just outside.

ASSAULT

When going loud inside the estate, ensure that you have a sufficient amount of ammo to handle the onslaught of guards as they flood toward you. No matter the entrance where you begin the firefight, use all the cover available to you to defend against the barrage of bullets. Avoid moving too fast, as the tight hallways and switchbacks can result in your being trapped between groups of hostiles. As you advance, be aware of the balconies and stairs that overlook the majority of the ground floor. These areas are frequented by guards looking to ambush you.

4: Estate (Escape)



GHOST

Keeping Nouri alive while remaining undetected is going to take a bit of cunning and extensive gadget use. After exiting the panic room, Nouri takes cover behind a desk. Continue past him and over the ledge. From the ledge, throw a Sticky Camera in front of the office doors and release Sleeping Gas when the two Commandos breach the door. Stay suspended from the ledge and wait. Four more Commandos will enter from the entrance beneath you. When they do, throw a Sleeping Gas canister to the floor below to neutralize them. Be aware that the Sleeping Gas may affect only three of your foes, requiring you to drop down and finish the remaining hostile with a melee attack or your Stun Gun.

Caution

Only use Sticky Cameras to disperse Sleeping Gas upstairs when Nouri takes cover behind the desk. The dispersion of a Sleeping Gas canister will incapacitate him as well, resulting in a mission failure.

Tip

If you do not have Sleeping Gas equipped, you can utilize a Sticky Camera to do the trick. Be careful, the dispersion of Sleeping Gas from the Sticky Camera will not cover as wide an area, and you may have to risk dropping down to neutralize any Commandos that remain unaffected.

ASSAULT

When Nouri takes cover behind the desk, climb over the nearby ledge and move left. When you see the two Commandos preparing to breach, peek over and use headshots to take them down. Commandos will soon flood the ground floor after Nouri takes cover across the room on the first floor. Staying on the balcony is your best chance of eliminating the hostiles while maintaining a detection status. Using a single-shot weapon, wait for the Commandos to advance toward Nouri, and pick them off as they cross the room.

5: Private Docks

GHOST

Follow Nouri through the escape tunnel and resupply at the Supply Cache if you need to do so. Once outside, your task is to navigate the jungle terrain until you come to the docks. Along the way, you will encounter Commandos that will call for reinforcements if they detect you. When you come to the first fork in the path, stay to the left of the large rocks. A lone Commando is searching the right side of the fork and proceeding toward you, so make it quick. Stay to the left and pass beneath the bridge. Follow the path until you come to another fork. This time, wait for the patrolling guard to pass by, neutralizing him with your Stun Gun when he does. Advance through the left path, but before exiting the shadows, wait for a second guard to approach the area. Once he is within range, neutralize him as well. With those threats dispatched, you can run toward the dock with Nouri unhindered.

ASSAULT

Caution

If you are playing on any difficulty other than Perfectionist, be sure to resupply at the Supply Cache prior to heading toward the docks.

While it is not recommended to go loud here, if you do so, be sure to have a large supply of pistol ammunition. The Commandos here will deploy Smoke Grenades when they detect you to conceal the approach of reinforcements. Their goggles allow them to see through the haze. This poses a significant threat to you, as you cannot take cover or use your alternate weapon while holding Nouri. To even the score, throw a Sticky EMP in the direction of the Commandos. All those caught within the blast will temporarily lose the functionality of their goggles—indicated by the red lights going dark. This is a high-risk, low-reward fight, so be careful if you decide to engage in it.

Ghost/Assault Tactics

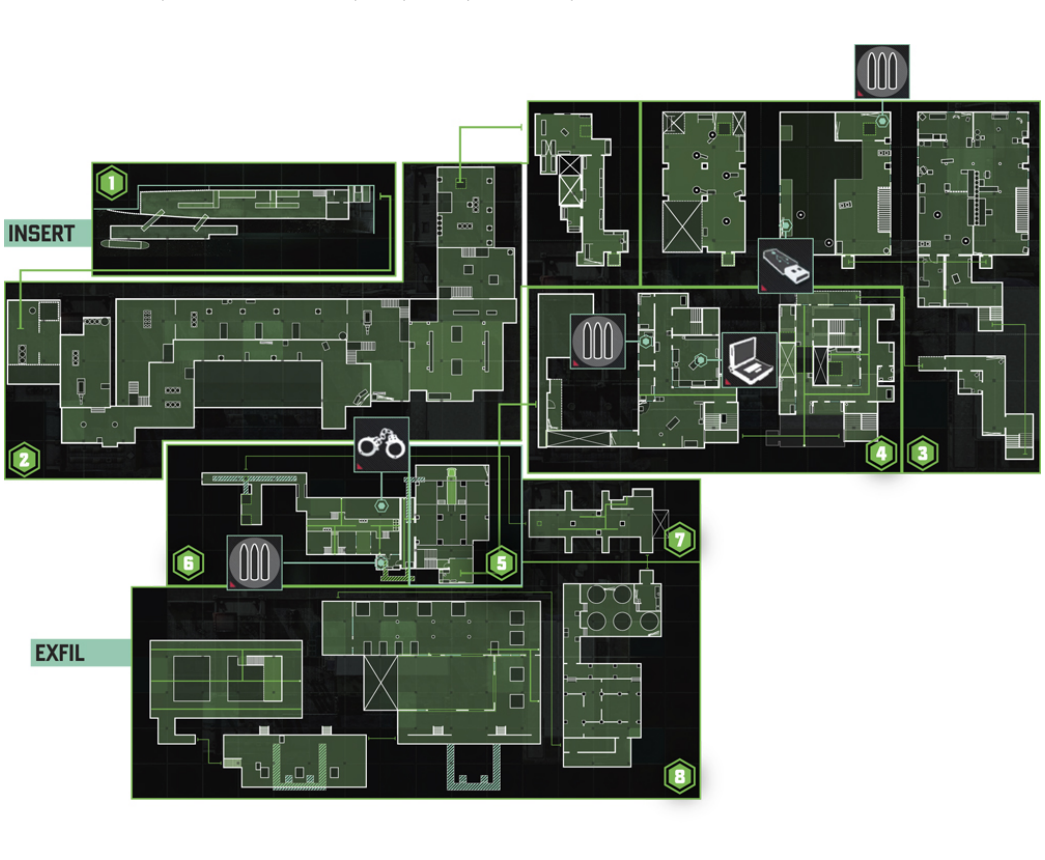
Mission 5: Abandoned Mill London, UK

GHOST

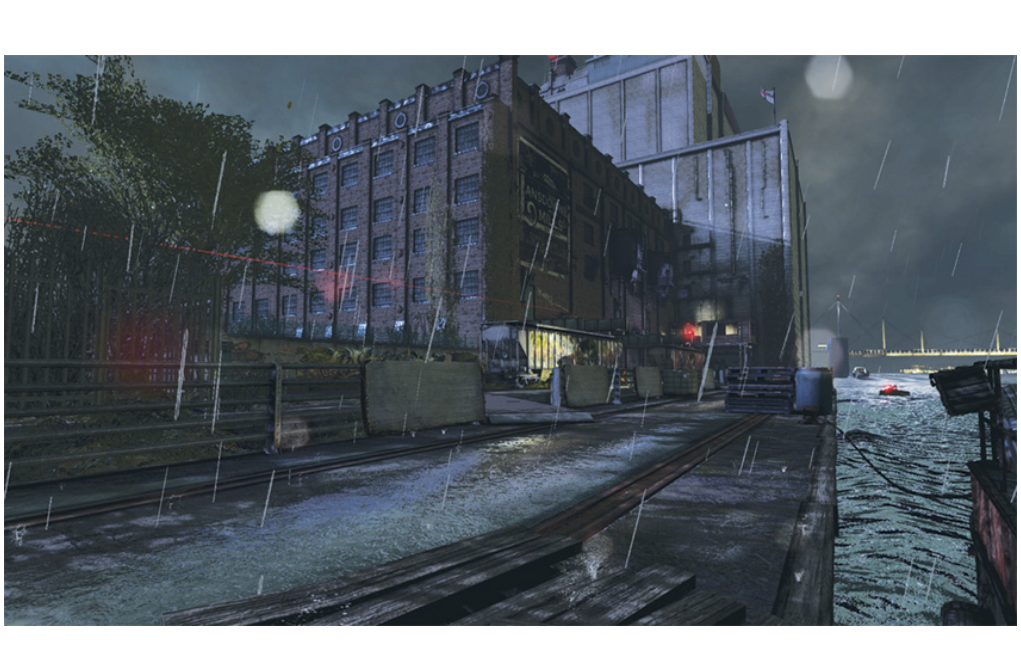
The floor plan of the Abandoned Mill is equally as much of a threat to you as the enemies are. This is a location that is best explored by utilizing ledges and windows to navigate around the area as opposed to neutralizing hostiles as you progress. You will encounter a good number of snipers, Commandos, and guard dogs during the course of this mission. When preparing your loadout for this mission, ensure that you are carrying Sticky Cameras, Sleeping Gas, and the Tri-Rotor. With these three gadgets to accompany your tried-and-true Stun Gun, you will be a spectre haunting the halls of this decrepit structure.

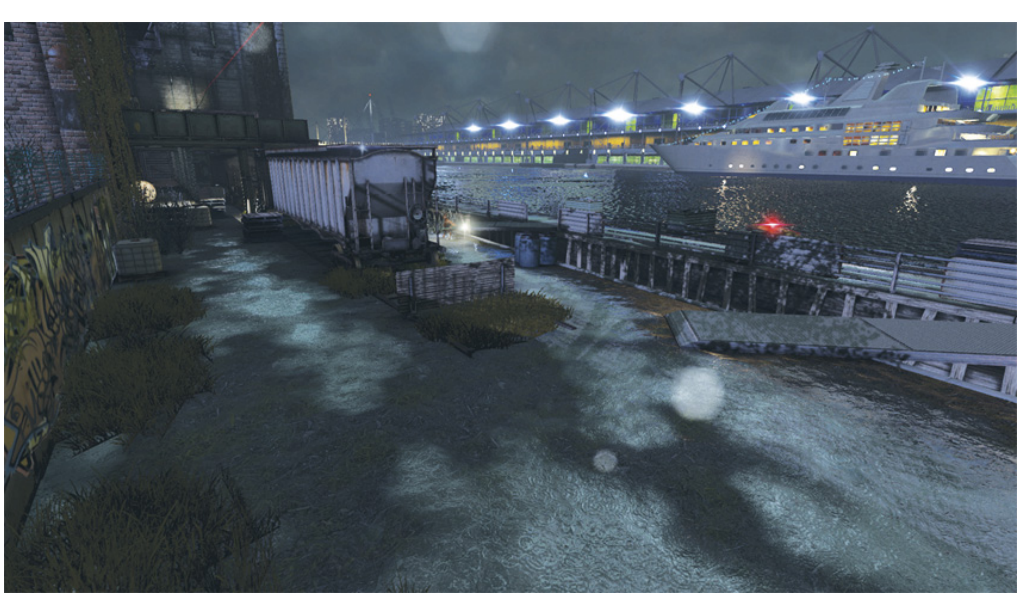
ASSAULT

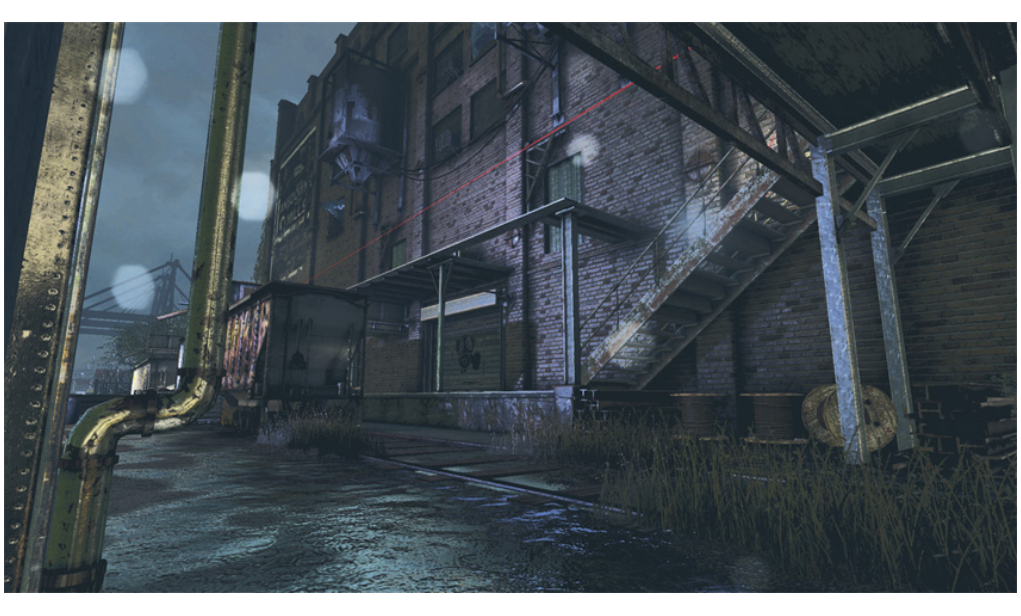
The Abandoned Mill is rife with opportunity for mounting an all-out Assault on the enemies. All of the areas, with the exception of the Loading Bay, are suitable for going loud. Although the open spaces are a disadvantage for the Ghost playstyle, they are well-suited for picking off hordes of enemies because they are forced to traverse these spaces to close the distance between you. Remember to draw in enemies as opposed to charging toward them. Not only does it prevent injury, but it conserves ammunition at the same time. When preparing your loadout, it is wise to bring both Frag Grenades and the Tri-Rotor. The Tri-Rotor is useful in neutralizing Drone Operators before you engage the enemy, thereby preventing the flood of Drones that waste your ammunition while you try to keep them at bay.

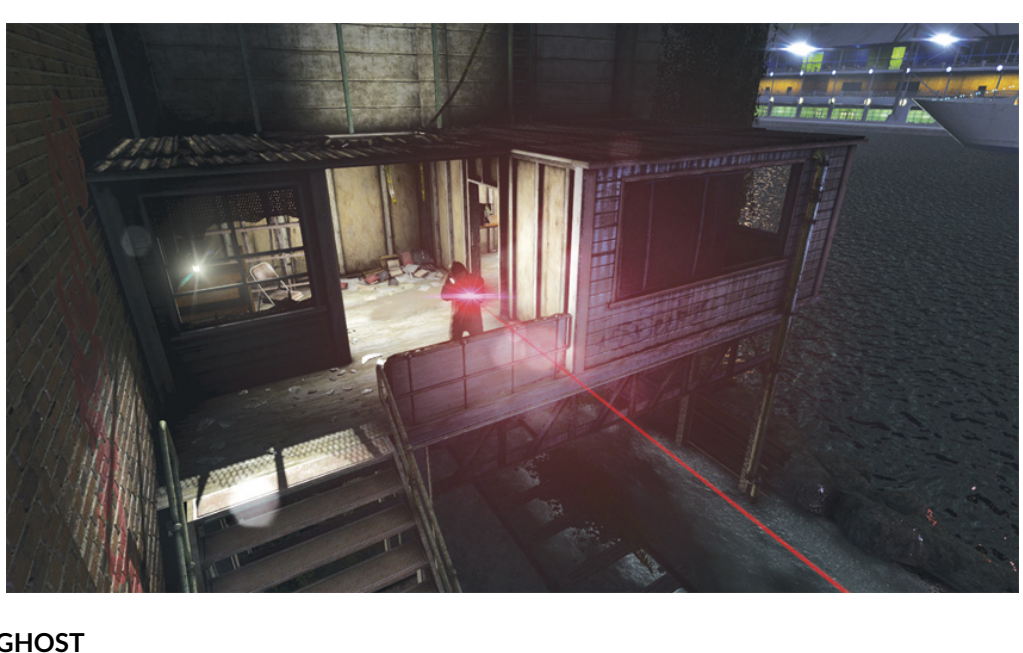


1: Docks









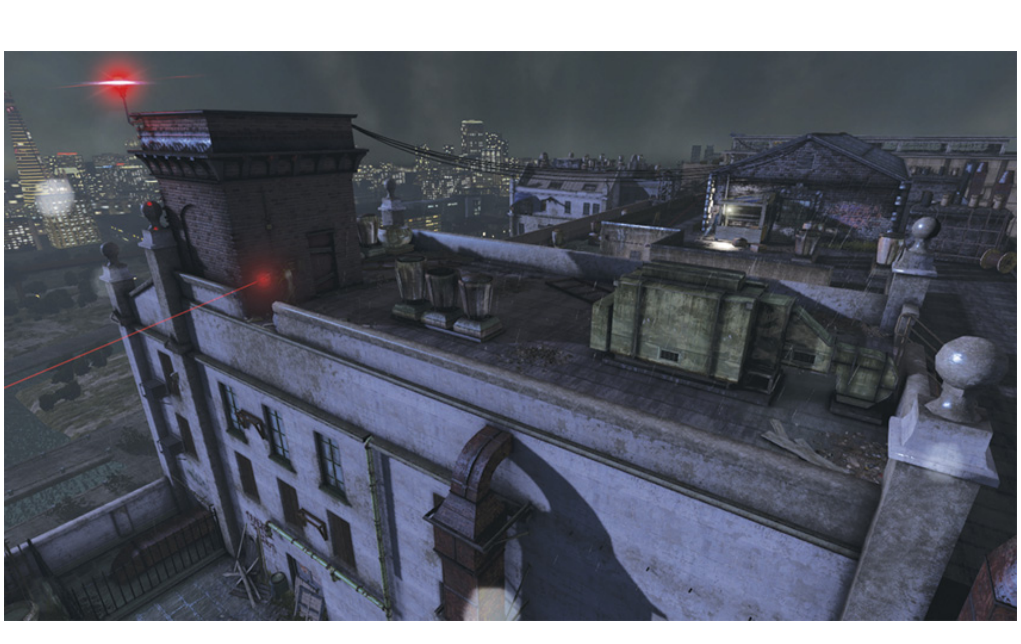
GHOST

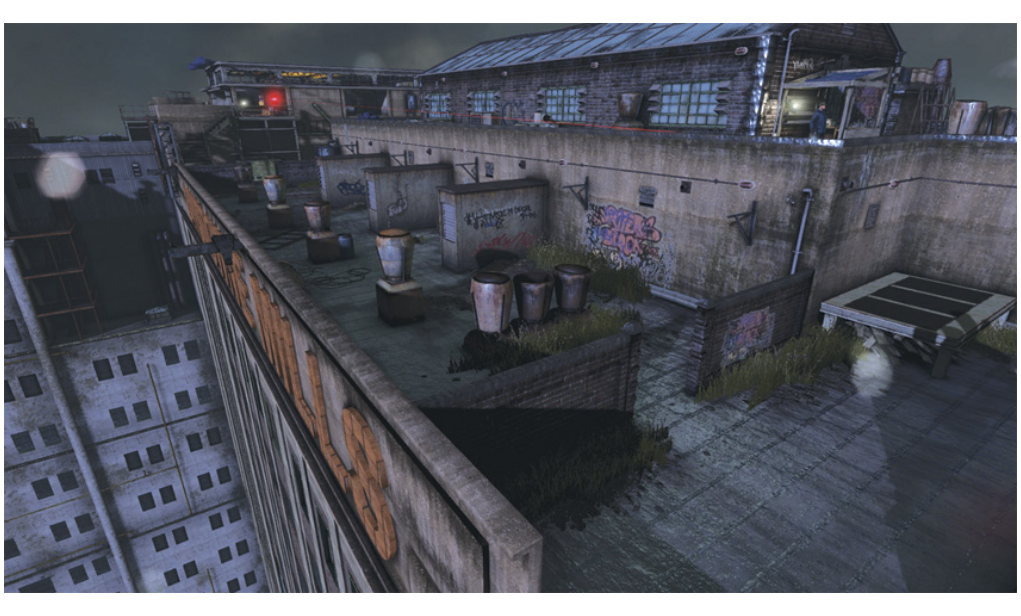
Your insertion point places you at the bank of the river that runs past the old Lansdowne Mills building. From here, you will have to scale the building and access the rooftops. This area is lightly guarded by a guard dog that prowls around the nearby train cars, and a sniper that has taken position in a small room overlooking the railway entrance. The sniper is the lesser threat here. Two planks cross from the dock to the loading bay area of the mill. Take cover beside the plank nearest you. From cover, throw a Sticky Camera toward the train car just beyond the plank. Use the Sticky Camera to attract the guard dog to it and then pacify the animal with Sleeping Gas. When the animal is down, cross the nearby plank and continue past the train car. Stay low near the wall on the left side of the train cars. The sniper up ahead will be unable to see you until you cross under the last awning just before the stairs that lead to his perch. If he is standing near the stairs, wait a moment for him to walk back into the small room before advancing. Either way, as long as you stay in the shadows against the wall, it will be difficult for the sniper to spot you. After scaling the stairs, climb onto the roof of the sniper's room and navigate the series of handholds and pipes on the wall to access the roof.

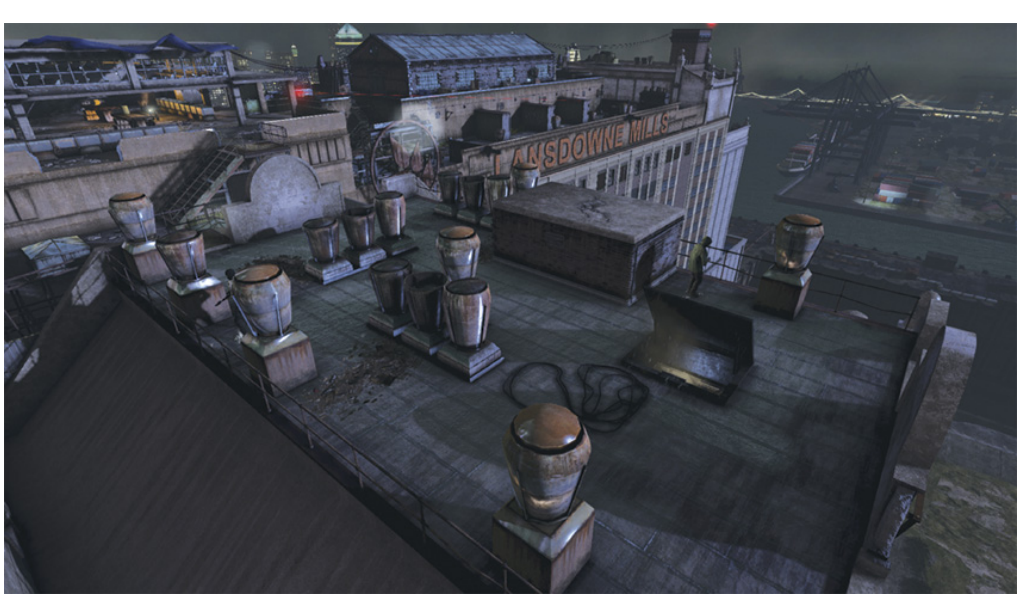
ASSAULT

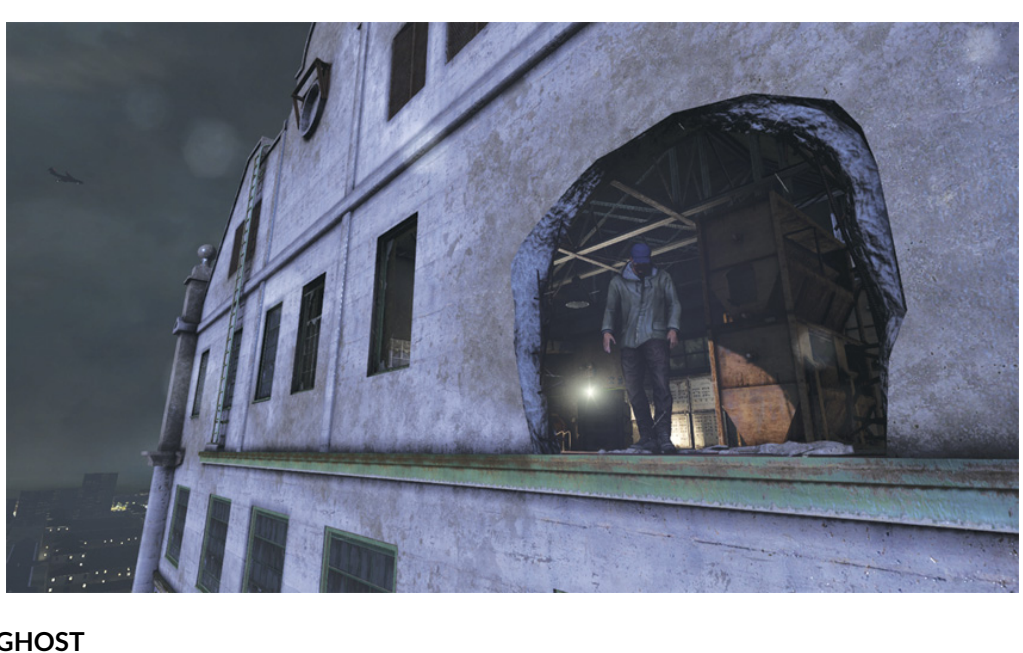
Begin your assault early. Run past the first train car, staying near the left wall until you come to the sniper perch. Use the pipe on the right side of the structure that supports the small room the sniper is using for refuge to climb through the window. Once inside, use the Attract command to earn a detection from the sniper when he is outside near the stairs. At this point, the dog comes running to your location. Allow the animal to enter the shack, neutralize it, and then step out and end the sniper with a headshot.

2: Rooftops









GHOST

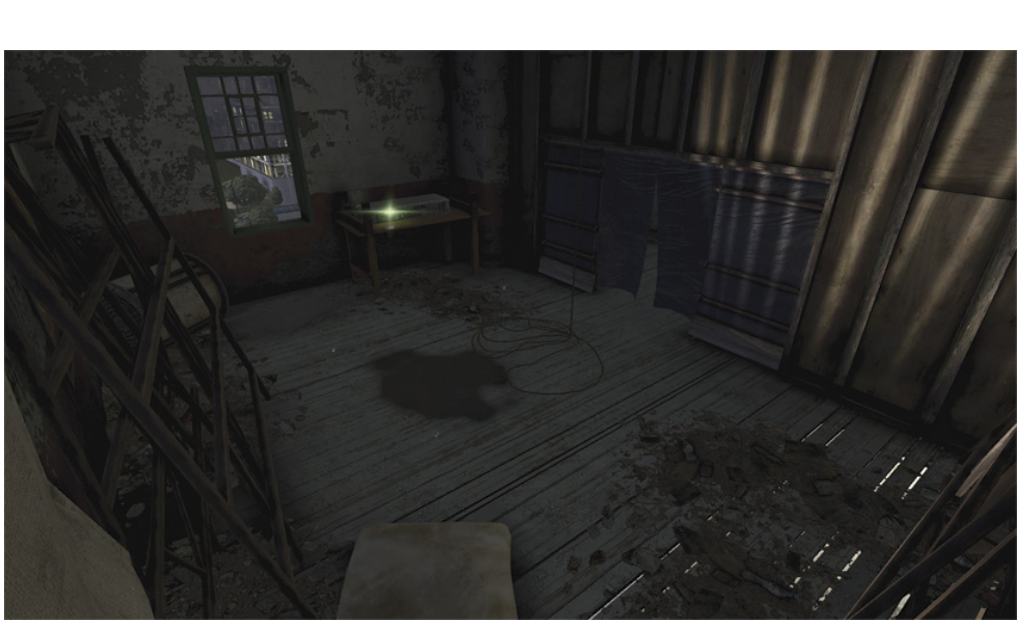
From the roof, there is one wall left to scale. At the top of the wall, a sniper is perched and looking in the direction of your climb. Lucky for you, he's not looking down. It is possible to continue on your way without harming him, but you also risk being seen by him while crossing the rooftops. Climb the wall and get under his position, then perform a Stealth Knockout to neutralize him. Now, begin to move across the roof. You have two path choices; opt for the lower path. After taking the stairs down, proceed forward and forego turning right. Instead, climb over the ledge and shimmy toward the opposite end of the roof. When you come to the "M" of the "Lansdowne Mills" sign, climb back over the ledge to bypass a metal support. Before you do, take a moment to release your Tri-Rotor. You are just within the range needed to neutralize the sniper ahead with a Sticky Shocker. After doing so, climb over the ledge and onto the roof. Continue toward the staircase where the sniper was standing. Scale the stairs and go left.

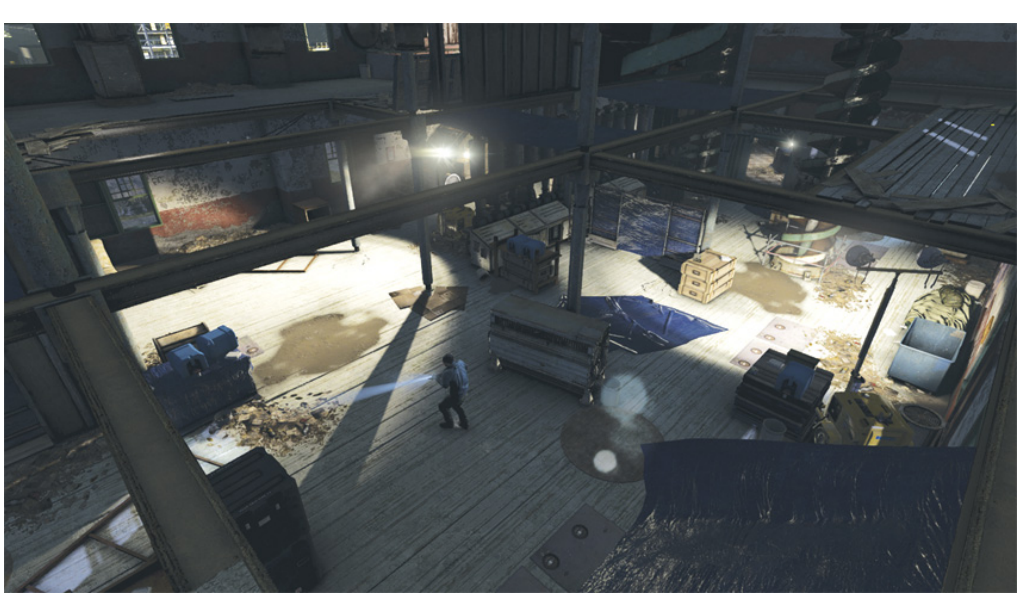
Go down the stairs you find there, turn left and move toward the small patch of grass beneath the low ledge. Climb onto the ledge and turn left and climb over the railing. Use the railing to shimmy to the left, bypassing the two guards on the rooftop. When you reach the end of the railing, climb back onto the roof and drop off the ledge that will be to your left. Hanging from the ledge, move left to the ladder, then navigate the handholds until you come to a large hole in the side of the building. Climbing through the hole places you within a small room with one guard. There is plenty of cover here, so bypass the guard by luring him toward the far side of the room and behind the large racks. As he goes to investigate the sound, use cover swaps to quickly cut through the room. Once you have entered the hallway, simply follow the path until you come to an open elevator shaft. Use the Fast Rope to access the next area.

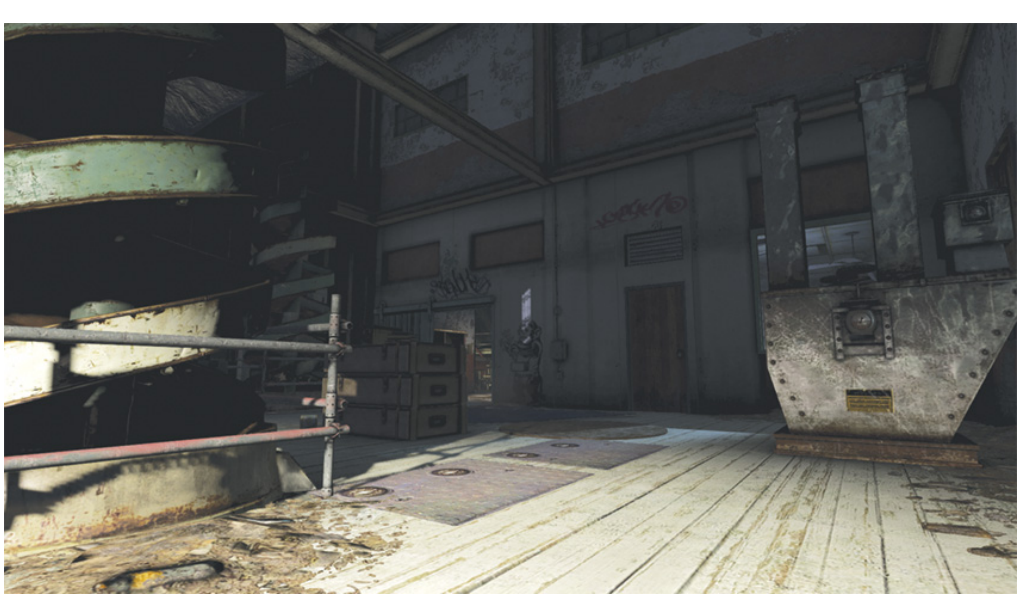
ASSAULT

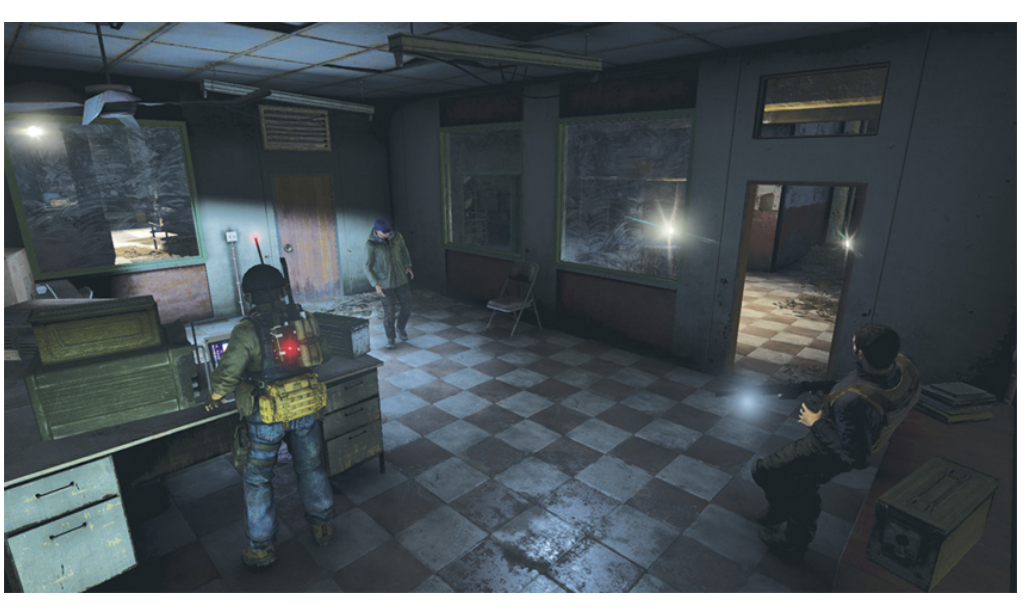
Surviving the rooftops while engaging in direct combat requires baiting the enemy. From the moment you scale the wall and engage the sniper on the ledge, allow yourself to be detected. Eliminate the sniper, then hole up near the low wall overlooking the stairs below. From here, you can monitor the approach of enemies as they rush to engage you. Stand your ground and soon the number of reinforcements will dwindle. As you move forward, maintain the high ground to level the field when engaging the snipers that lie in wait ahead. Maintain your distance and use either an Assault Rifle or Sniper Rifle to engage these targets at distance.

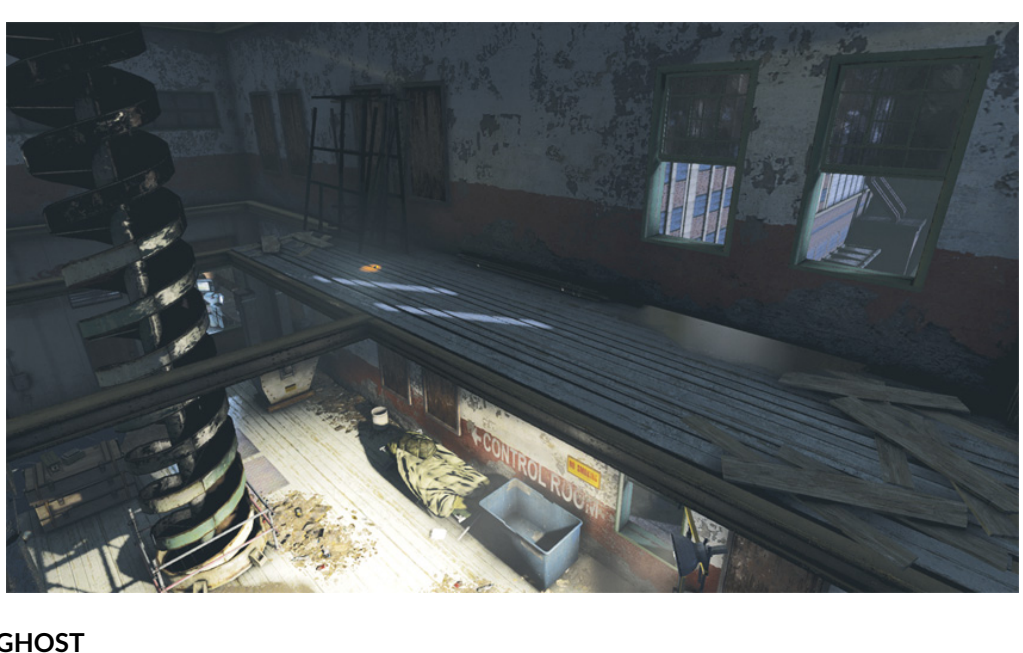
3: Living Quarters











GHOST

After using the Fast Rope in the elevator shaft, climb out of the elevator and proceed toward the opposite side of the room. Another Fast Rope is found here; use it to safely go to the lower levels of the mill. From the Fast Rope, you land within a room with a Supply Cache. Exit this room by climbing out the nearby window. Once outside, drop down to the ledge and shimmy left. When you come to a pipe, use it to slide down to another ledge. Shimmy to the right this time and climb up to the window at the end of the ledge. Take a moment to survey the room and wait for the guard inside to approach the television. When he does, climb into the room and stay low as you approach the open window to the right.

Climb out of this window and drop down to the ledge. Shimmy to the right and climb up to the open window you come across. Wait for the guard inside to leave the table before entering the room.. When he walks away, climb inside and head to the right, climbing out of the open window on that side of the room. Now outside again, drop down to the ledge and shimmy right; soon you will come to a pipe. Climb onto it and make your way into the open window on the floor above you. Once inside, turn to the right to locate the Dead Drop.

Dead Drop

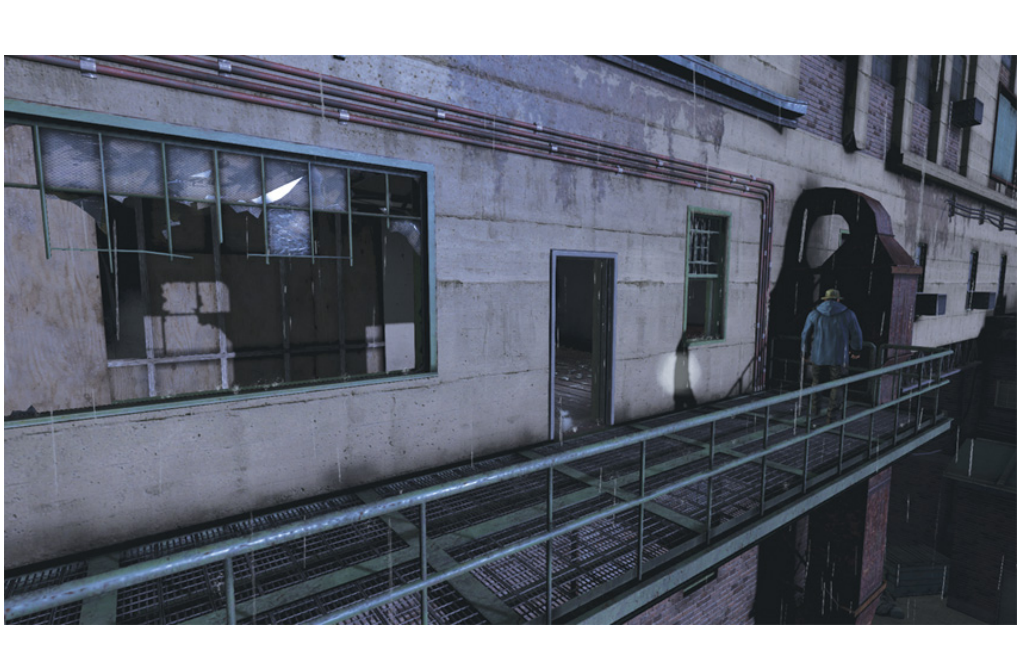
Collect the Dead Drop before moving on because you will be exiting the area soon.

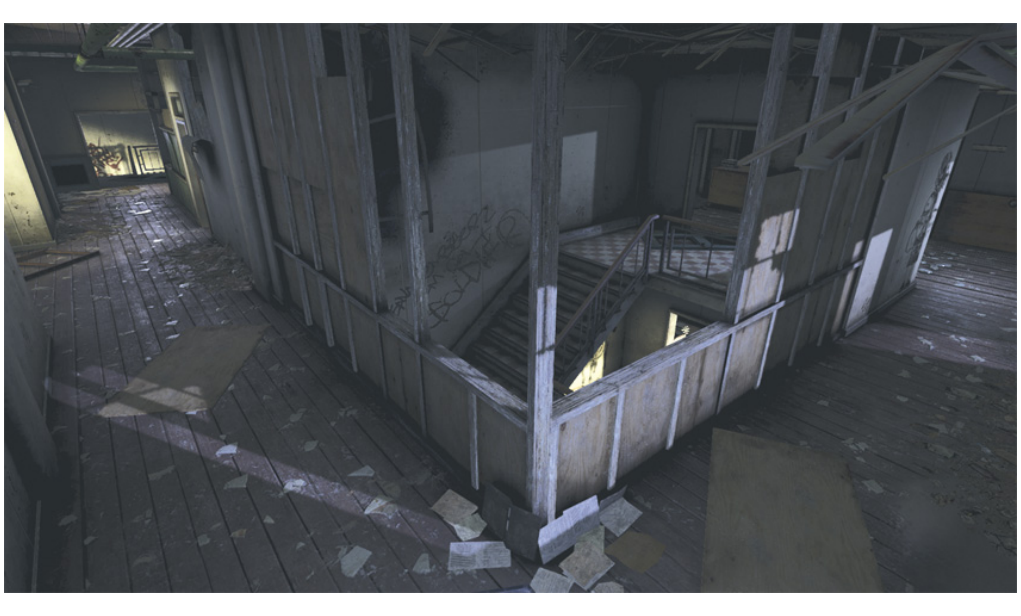
After collecting the Dead Drop, move to the end of the platform. On the floor below you are two doorways. The open door is the one you need to pass through. Hang from the platform and wait for one of the guards to patrol the room below you. When he heads back toward the nearby control room, drop down and follow him, staying low as you shadow him. As he enters the control room to the right, continue toward the left to access a staircase leading down. Follow the stairs to enter a hallway, the small office found here has a Supply Cache. Just beyond the office is an exit leading out to a balcony. Pass through the exit to enter the next area.

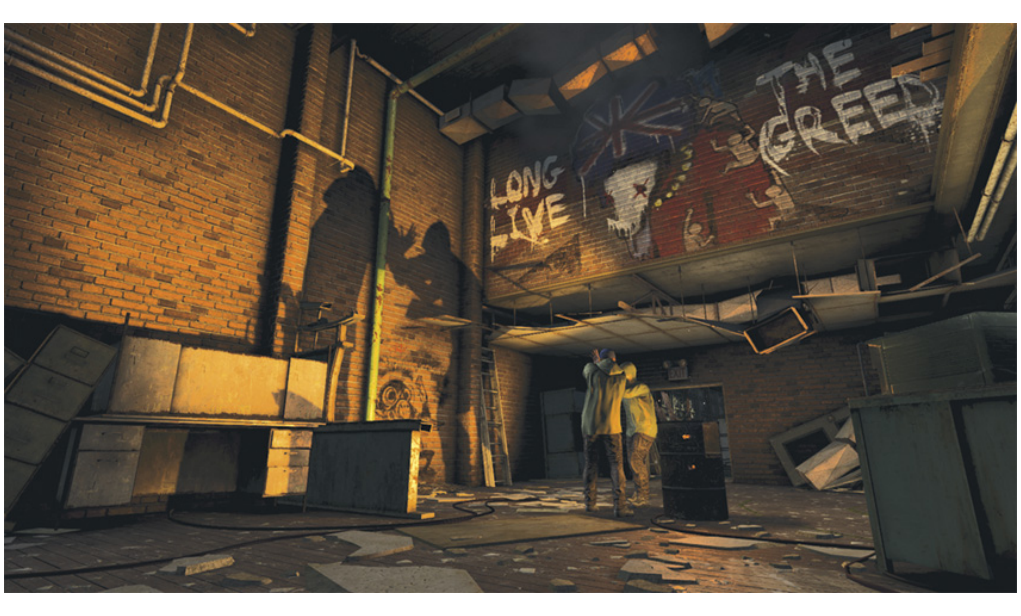
ASSAULT

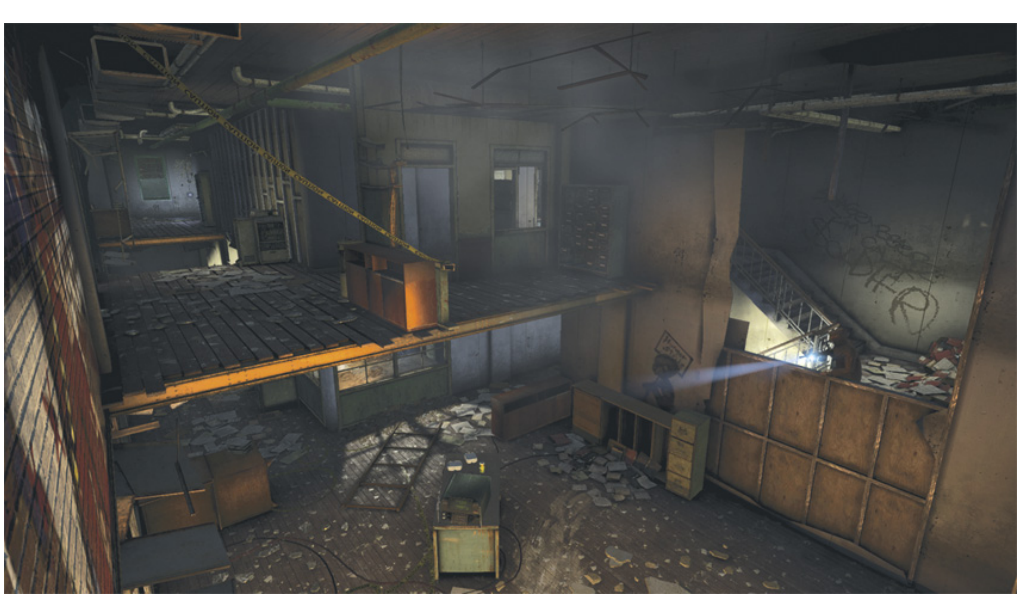
Going loud in the Living Quarters requires you to make use of the Tri-Rotor. Deploy the device and locate the Drone Operator in the office near the area's exit. Neutralize him using a Sticky Shocker before you engage the enemy. By doing this, you prevent the waves of Drones that would come to locate you, causing you to waste ammunition in the battle. With the Drone Operator neutralized and an active Detection, use an Assault Rifle or SMG to charge through the Living Quarters, dropping hostiles where they stand, and increasing your Combat Kill multiplier in the process.

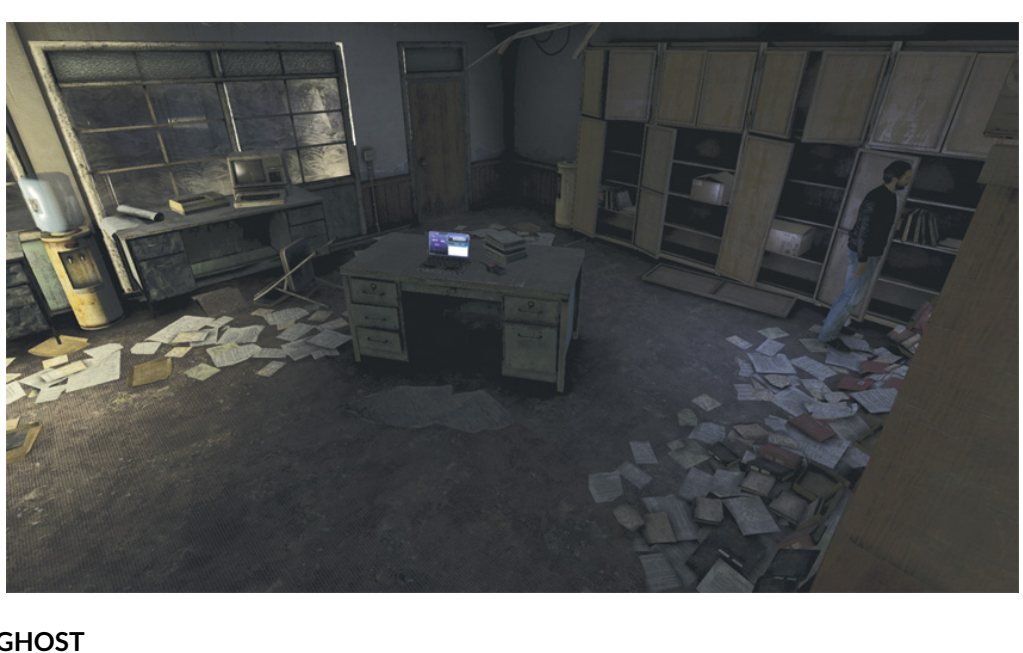
4: Offices











GHOST

Climb over the railing of the small balcony. Just below you is a larger platform, as well as the entrance to the offices of the Abandoned Mill. You will come across a guard here. Neutralize him with an Aerial Knock Out before moving on because he could pose a problem for you later. Pass through the nearby door and turn right. Follow the hallway until you come to a portion of the floor that has collapsed. Use the overhead pipe to shimmy across the gap. Once you're on the other side, drop down and turn left. On the left side of the hall is a small room with a hole in the floor. Use the hole to drop down to the office below, where the Blacklist Laptop is found. Be careful when doing so; there is a guard in the room with the Laptop that you will have to deal with.

Blacklist Laptop

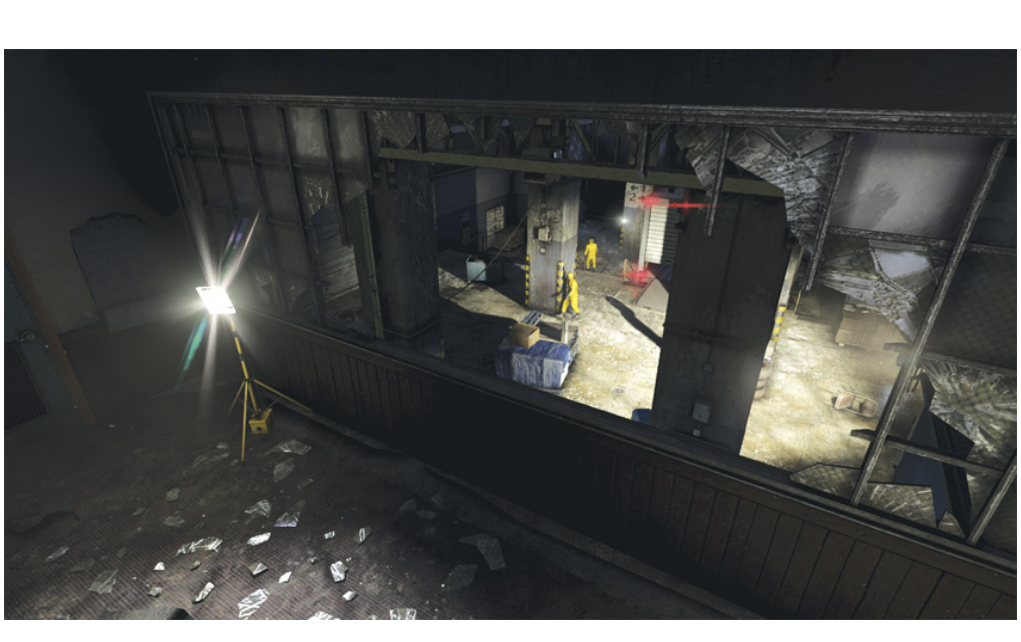
Securing the Blacklist Laptop is a simpler task if you neutralize the enemy standing guard over it.

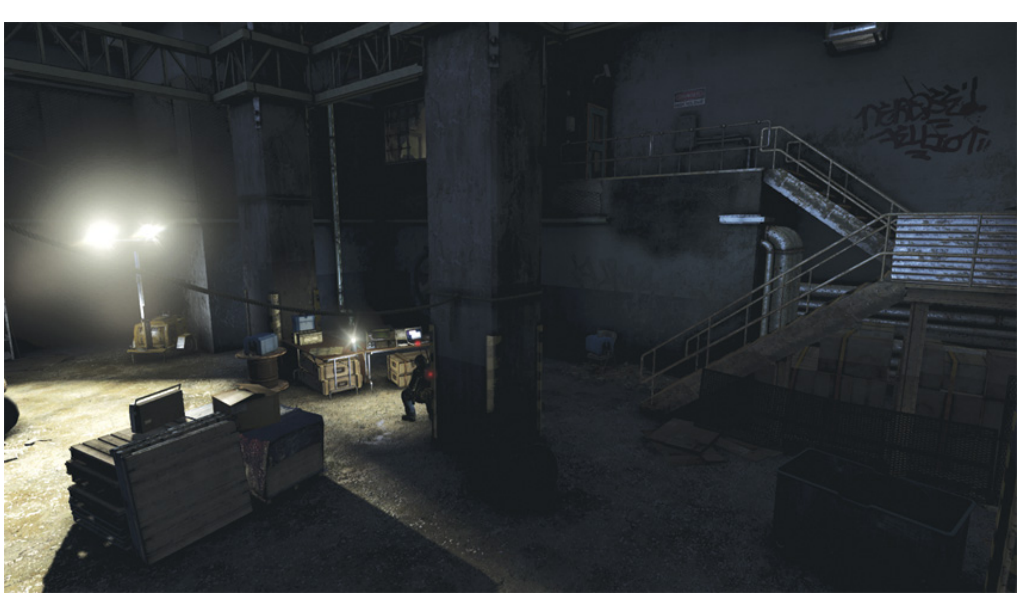
After hacking the Laptop, you have to exit the room and proceed to the exit while avoiding detection. The Heavy Infantry soldier wandering this floor doesn't help the situation either. Take cover near the doorway and exit the office, moving right and into a stairwell leading to the upper floor. Exit the stairwell and turn left, using the overhead pipe to once again negotiate the collapsed floor. Stay on the pipe, following it over the bonfire area, and then using it to climb down the brick wall on the opposite side of the room. Once you're on the ground, stay low and sneak past the guards that are standing near the fire; the exit path is to the right of the pipe. Once you come to a barricade, climb over the railing to your right and shimmy around the room to a small platform. Enter the door you find there to continue onward.

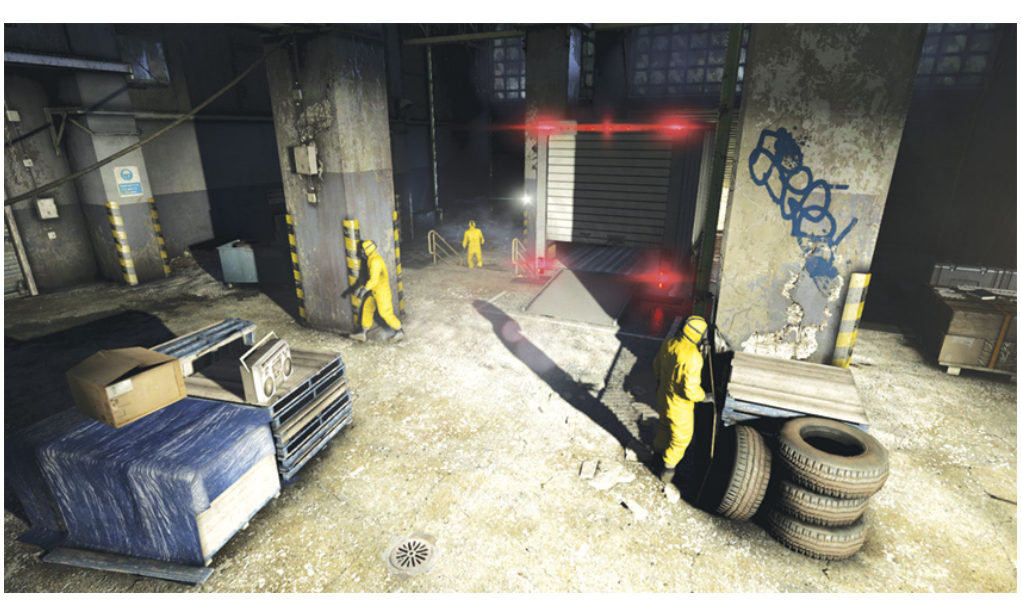
ASSAULT

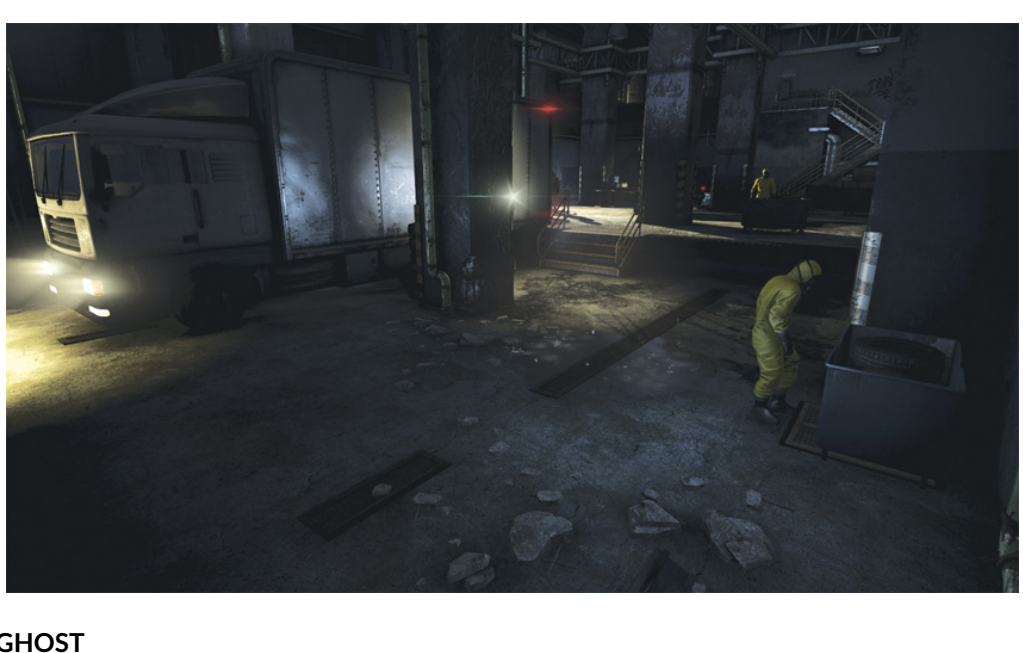
Before entering the Offices, take the guard that is outside on the balcony as a hostage. Your first target (resulting in a detection) should be the Heavy Infantry soldier roaming about the floor below you. Enter the building and proceed to the right. With your hostage as a human shield, go down the nearby stairs to the lower floor. Wait for the Heavy Infantry soldier to walk by, allowing yourself to be detected. Use a few well-placed headshots to drop the brute. At this point, if your hostage is still alive, knock him out , as he will hinder more than benefit you. Step out from the stairwell and head right, taking cover in the alcove there. Use this cover position to fire on the enemies as they flood toward you from the far end, where the bonfire is burning bright. When the flow of approaching enemies begins to slow, head back upstairs and perform a final sweep of the area before moving on.

5: Loading Bay









GHOST

When planting the tracking device on the truck in the loading bay, two conditions apply. Remain undetected and no hostiles can be touched. Before exiting the office, throw a Sticky Camera on the pillar beside the Drone Operator. With the camera in place, exit the office and proceed down the stairs. At the bottom of the stairs, take cover within the dark alcove to your left. Activate the Sticky Camera and use it to monitor the three technicians—the guards dressed in the yellow HAZMAT suits. Occasionally, they meet near the spotlight and engage in conversation. When this happens, stay low and against the left wall to bypass them. Do not proceed toward the truck until you are at the loading dock's drop-off; this perpendicular angle will limit the time you spend in the light.

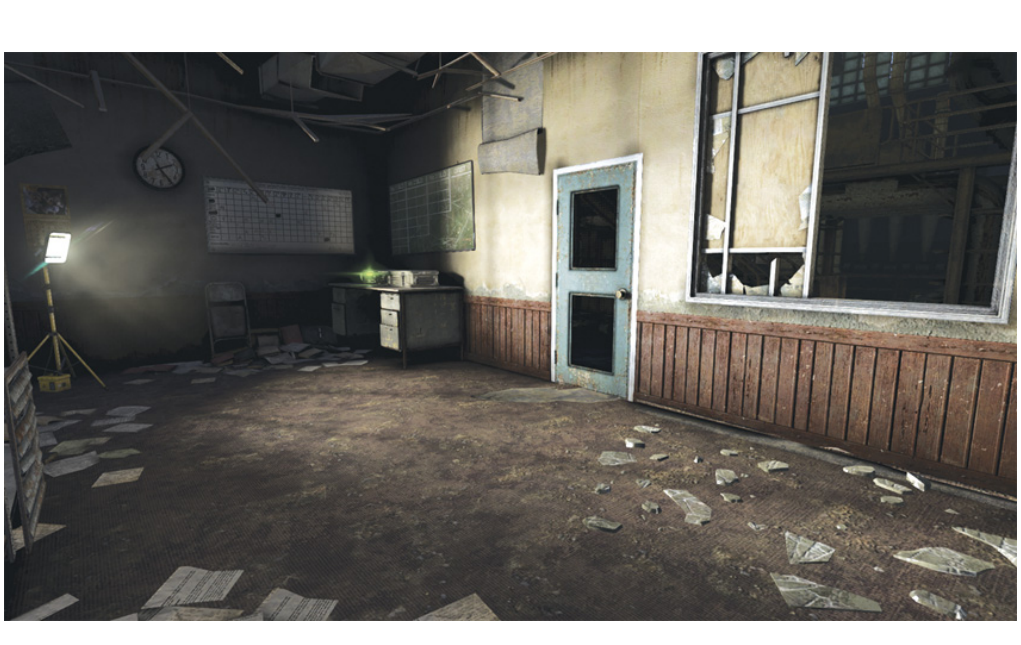
Now that the tracking device has been placed, you have to escape the Loading Bay under the same conditions as when you entered. You begin this objective on the rear of the passenger's side of the truck. Move toward the front of the truck, staying low as you proceed. Come around the front side of the vehicle and move toward the pipe running up the far wall on the driver's side of the truck. Near this pipe you will find a grate on the floor. Open it to enter a ventilation shaft. Follow the shaft, and soon you will come to a dead end with another grate as your exit. After exiting, turn left and climb the pipe on the wall. Shimmy along this pipe to bypass the halfway opened roll-up door without being seen. Pass through the door at the end of the space to begin the next area.

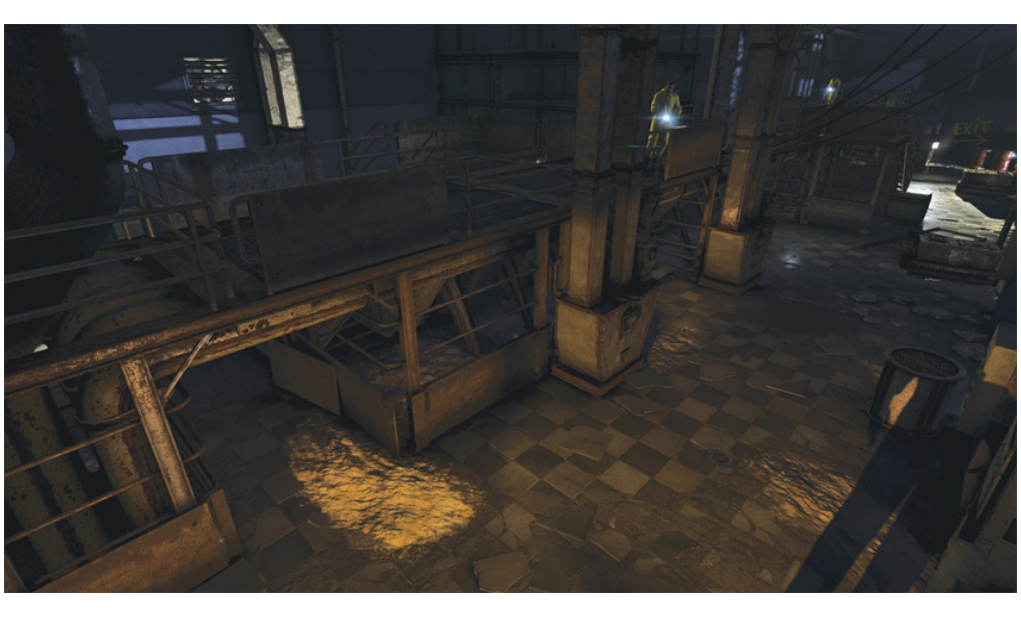
ASSAULT

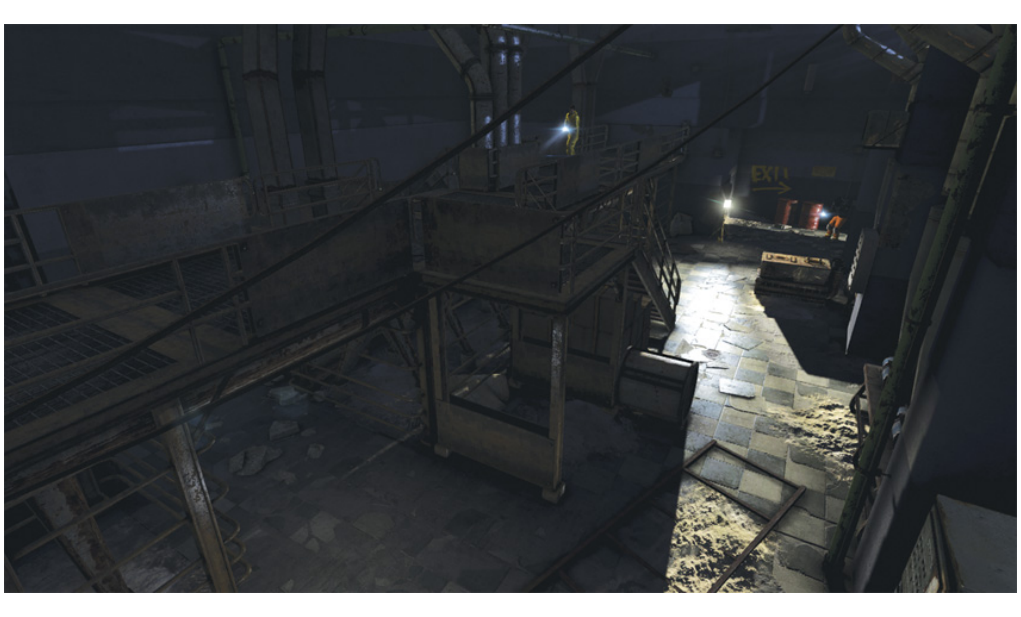
Caution

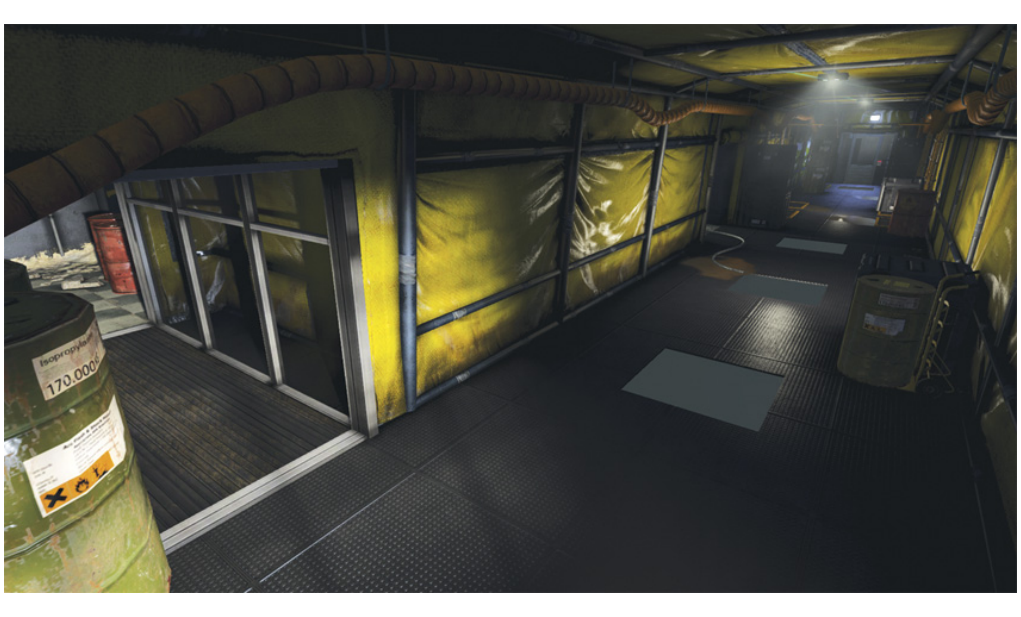
The Loading Bay requires a Ghost playthrough. Going loud or harming any of the enemies here results in a failure.

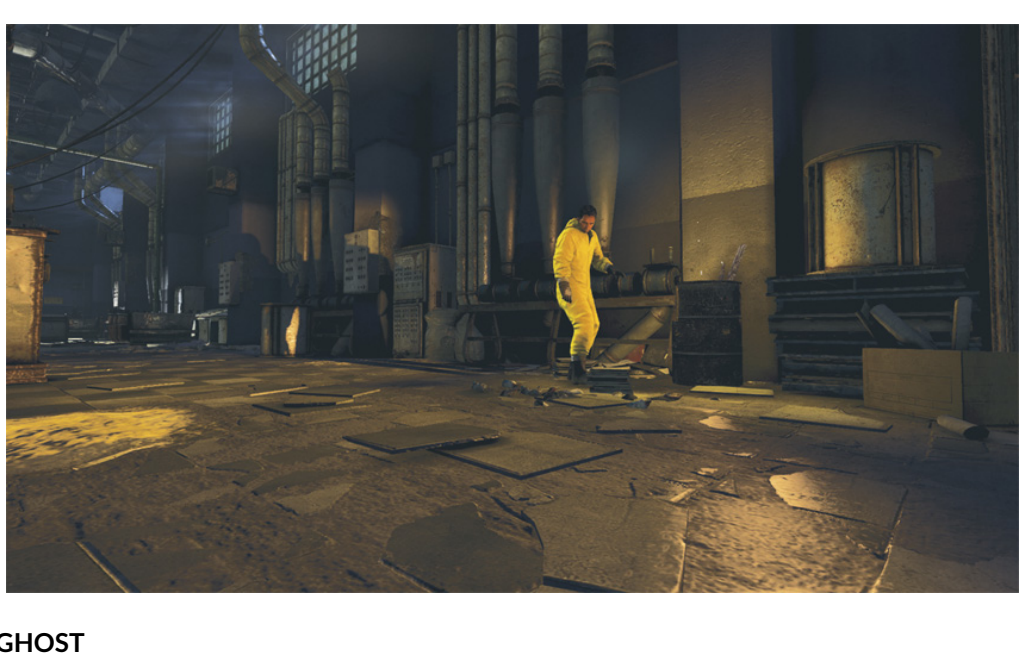
6: Chemical Lab (Entrance)











GHOST

This area begins within a small room. In the corner, you will find a Supply Cache to restock, if needed. Exit the room through the broken window and proceed forward; just beyond the overhead catwalk you will find the High Value Target. Stay low, taking cover under the catwalk, and fire a single shot with your Stun Gun to pacify the HVT so you can bag him.

High Value Target

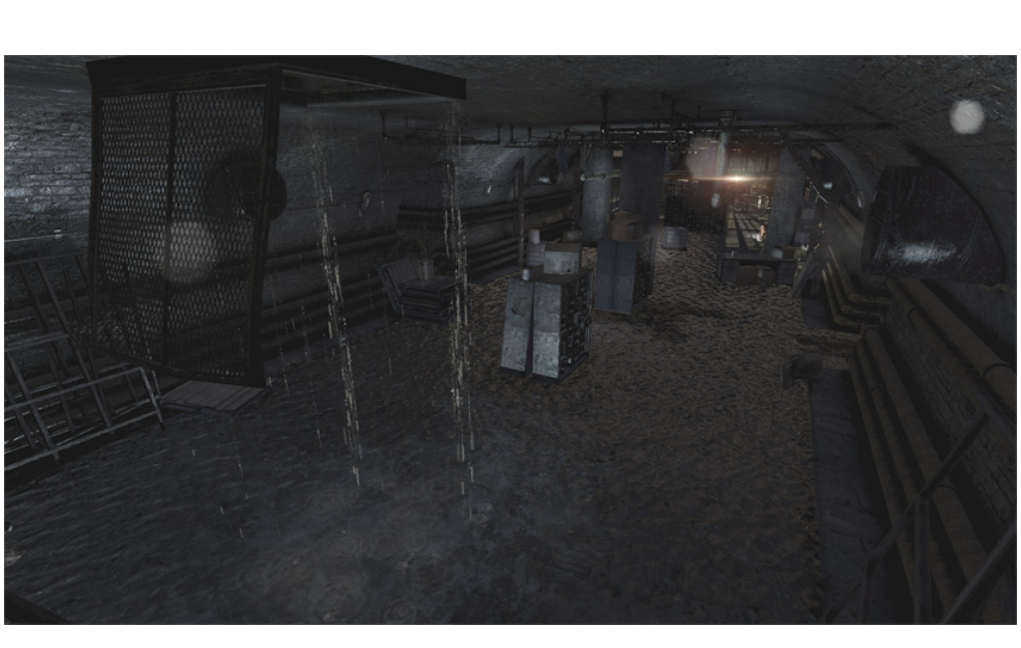
The HVT is the technician that lights the fire in the barrel. If he walks away before you can bag him, wait in the office for him to return.

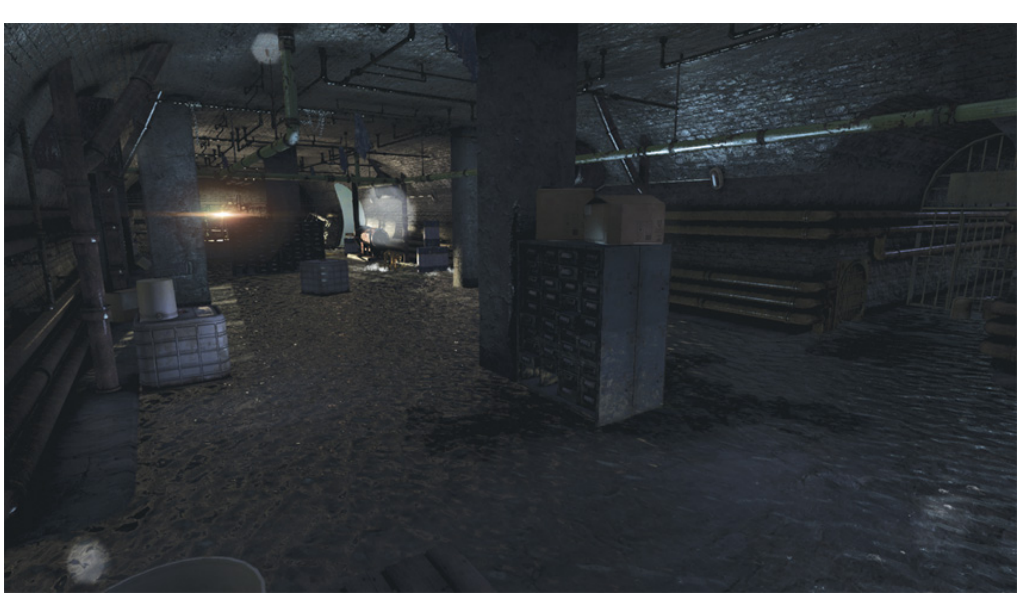
With the HVT in custody, stay on this side of the catwalk and use cover swaps to move toward the exit. When you arrive at the final set of stairs leading up to the catwalk, you may have to perform a Stealth Knockout on the nearby guard that is patrolling around the stairs. Once it is safe to do so, proceed through the tunnel to the right. Be careful here; a Heavy Infantry soldier is patrolling the halls. Once within the hall, look to the floor for a grate. Open the grate to enter a small shaft used for water runoff. Follow it until you come to a large shaft running straight down. Drop down here and shimmy along the edge of the shaft to take hold of a ladder on the opposite side of the pitfall. Use this ladder to descend to the Sewers safely.

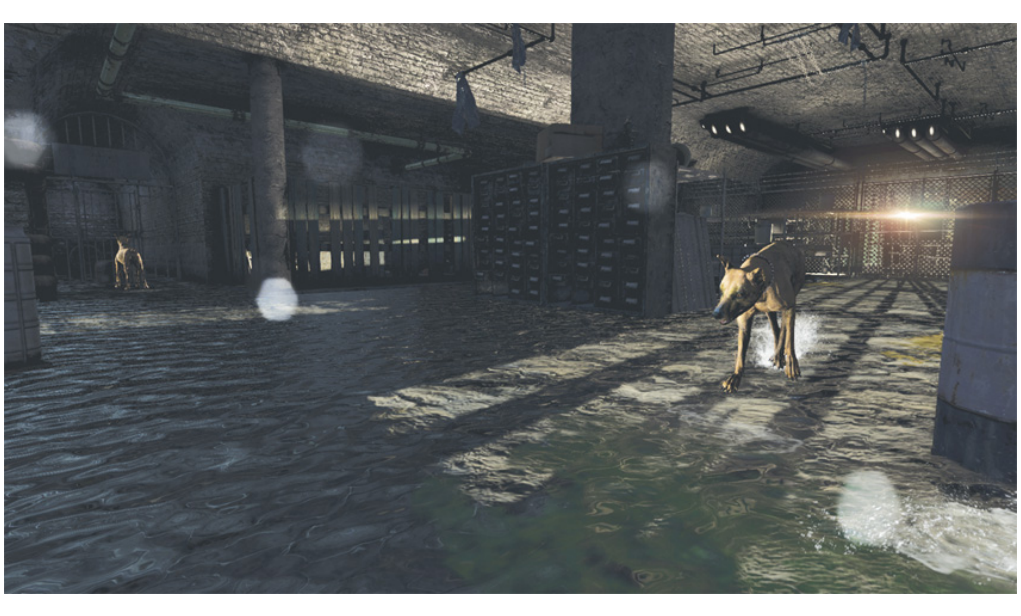
ASSAULT

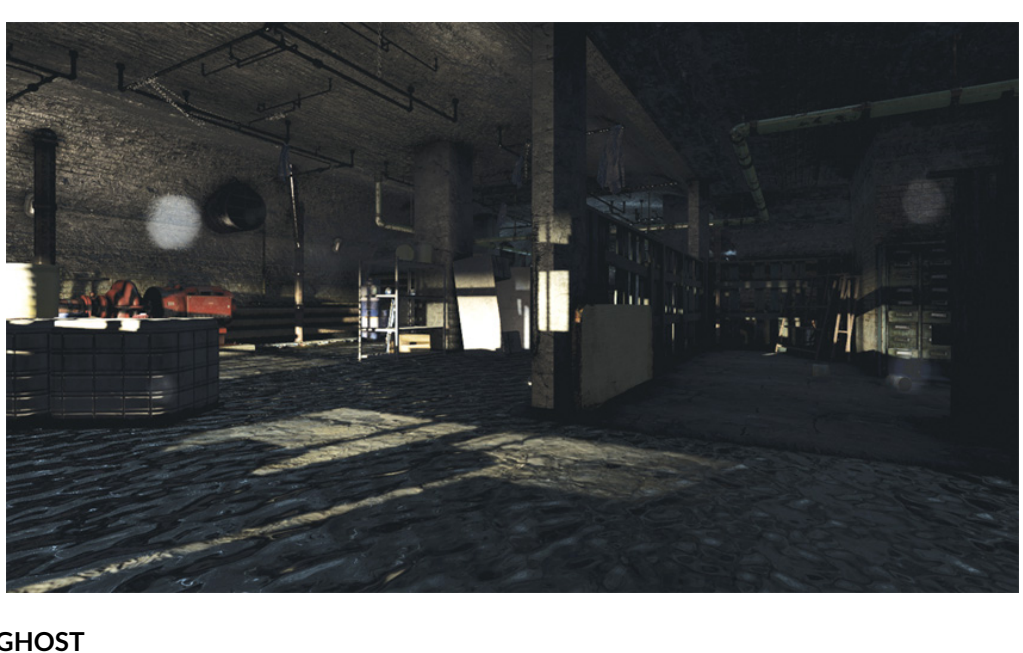
As you go into the Chemical Lab, exit the small office where the Supply Cache is located and throw a Frag Grenade into the office to your left. This action initiates the detection status. Across the room from the office door you just exited, the HVT is approaching an oil drum to start a bonfire. Finish him off and move up the stairs nearby. Fire on the hostiles on the catwalk from behind cover to prevent wasting ammunition. The real threat here is the Heavy Infantry soldier, who at this point will likely be approaching the catwalk to get on from the stairs on the opposite side of the room. Take cover and let him pass you, then perform a melee kill from behind to secure a Combat Kill.

7: Sewers









GHOST

Once you are within the Sewers, quickly move forward and locate the pipe running overhead on the right side. Jump up to this pipe and shimmy along toward a junction. Turn left at the junction and continue on the pipe. When you come to the end of the pipe, you will be in an area behind a wooden fence. Before dropping down, deploy the Tri-Rotor and fly it toward the area where you entered the sewer. Use the Attract command to lure the guard dogs away from your location. When the dogs begin to seek out the Tri-Rotor, recall the device and then drop down from the pipe and dash toward the ladder, which serves as the exit from the area.

Note

During the next section, you will be experiencing the full effect of the nerve toxin. Nearly helpless, your movements will be slow and disjointed as you approach the lab where Sadiq is found. No matter how swift your movements, you will still collapse while progressing through the lab.

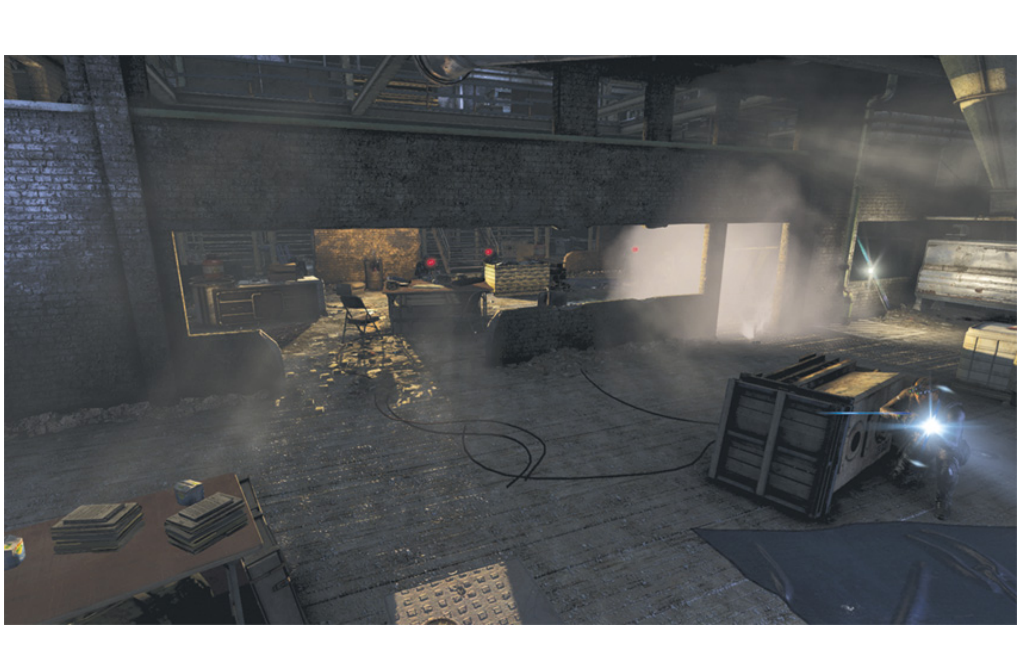
ASSAULT

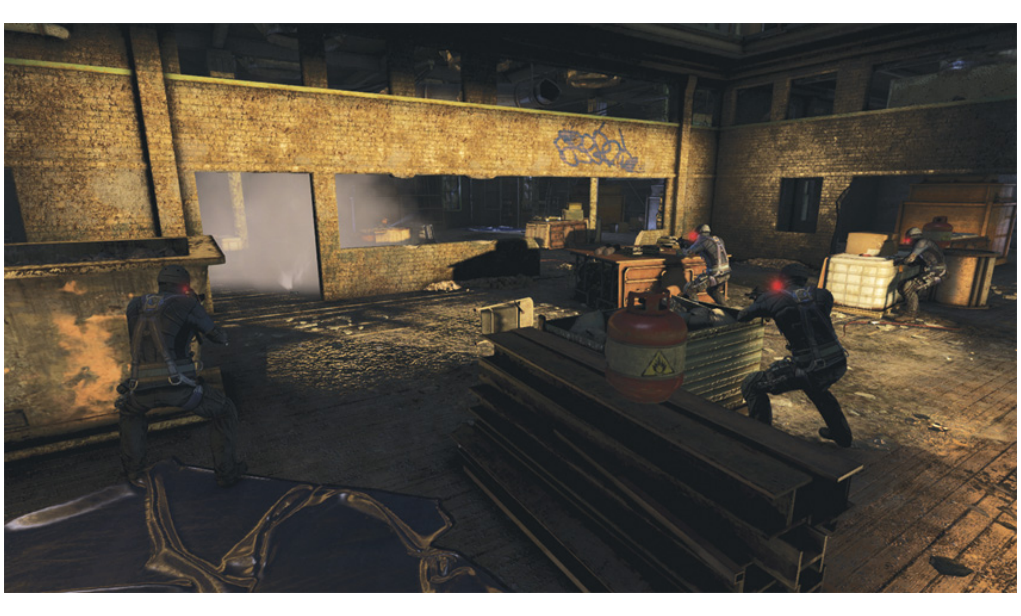
Within the sewers, your only enemies are the three dogs that patrol here. Jump onto the pipes running overhead and allow the animals to detect you. With the detection, you can use your Stun Gun to neutralize the animals while conserving ammo and earning Combat scoring.

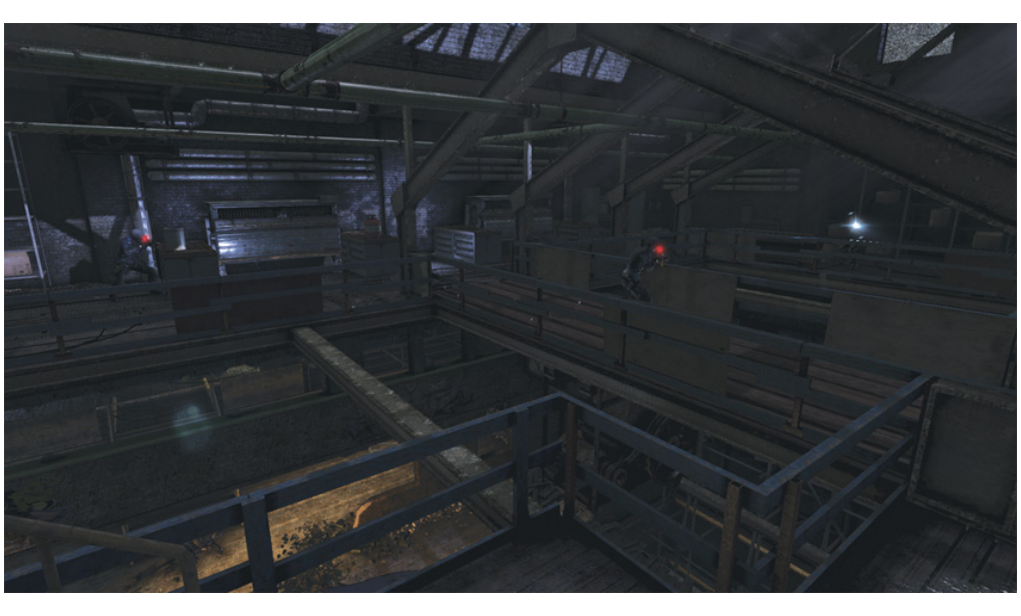
Tip

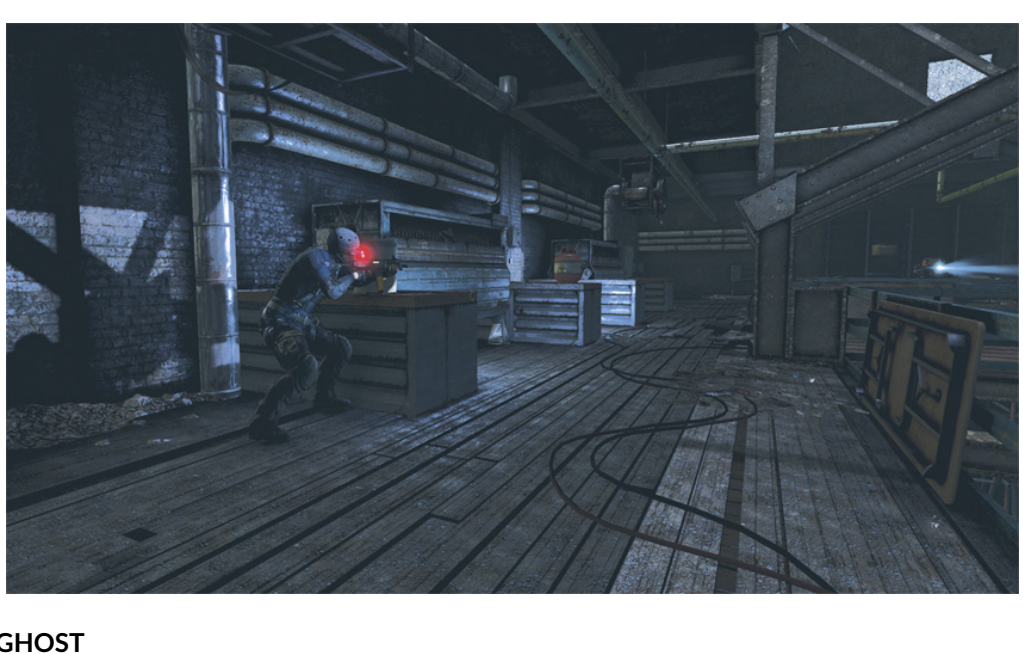
Even if you are unable to get a direct shot at the dogs, simply fire the Stun Gun into the water next to them. The charge travels through the water, neutralizing the animals without the need for accuracy.

8: Extraction









GHOST

If you're trying to go full Ghost during this portion of the mission, you can do so by allowing Briggs to do the heavy lifting. While Briggs engages the enemy head-on, take your time and approach the Commandos from the rear, picking them off with nonlethal melee attacks to continue boosting your Ghost scoring. Be careful when attacking during this sequence, as Commandos are extremely aware of their surroundings and are quick to notice you picking off their comrades. After the first wave of enemies, follow Briggs up to the next floor and use the overhead pipe to get behind the Commandos and neutralize them with Aerial Knock Outs and melee attacks.

ASSAULT

This portion of the mission is well-suited to the Assault playstyle. Let Briggs engage the Commandos from the front while you flank the enemies from the left. Before opening fire on the Commandos, take a moment to note the locations of the red propane tanks. There are two on each floor, on opposite sides of the engagement area. Use these to take out a few Commandos with one round, sparing your ammunition. As soon as you can, acquire a PFS-12 from the body of a fallen Commando. Be sure to switch this weapon to Burst Fire or Single Shot to prevent wasting the limited ammunition you have for the weapon. After clearing the first floor, follow Briggs to the second floor and use the propane tanks on that floor to eliminate the few Commandos that you encounter here.

Ghost/Assault Tactics

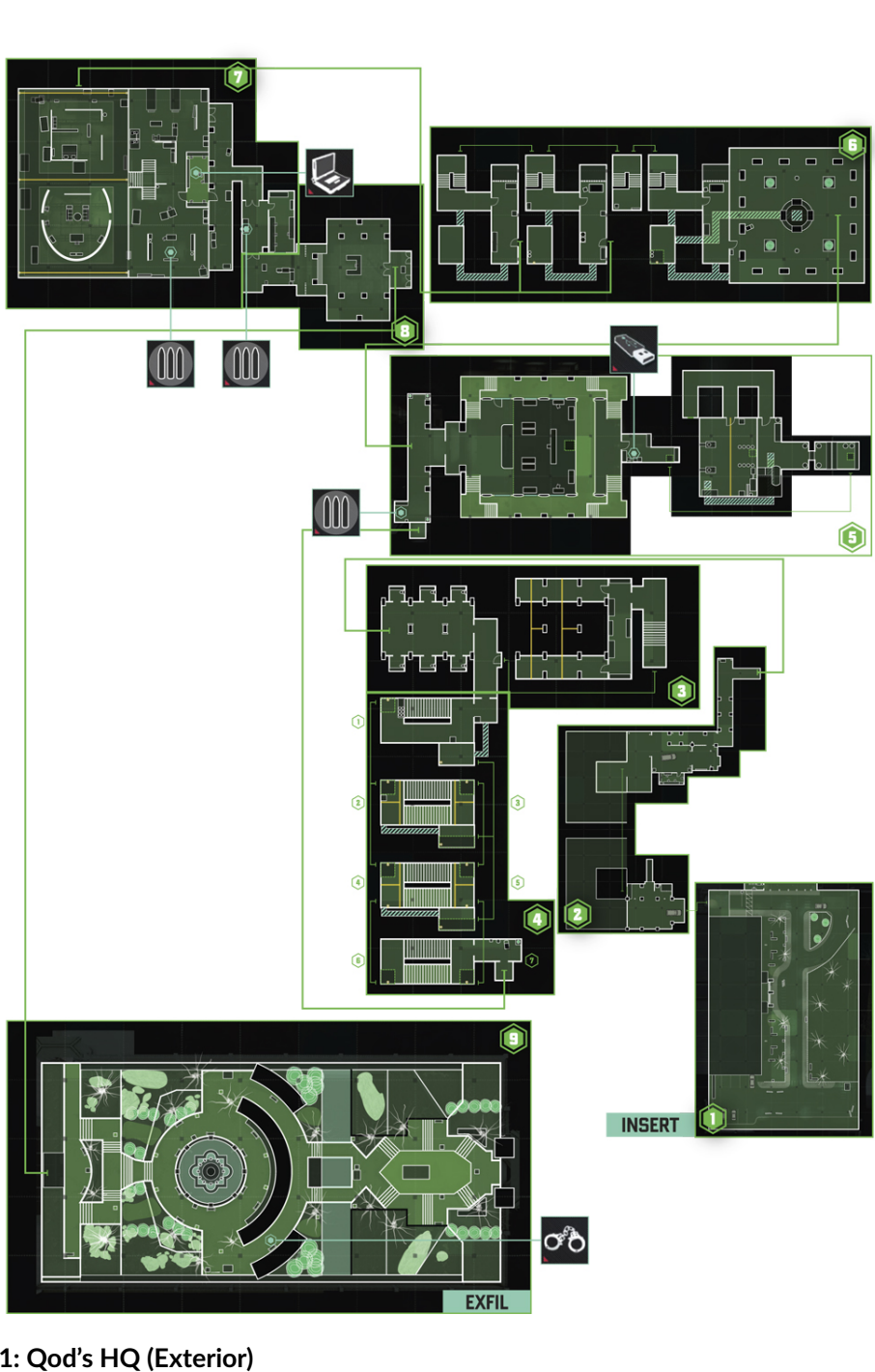
Mission 6: Special Mission HQ (Tehran, Iran)

GHOST

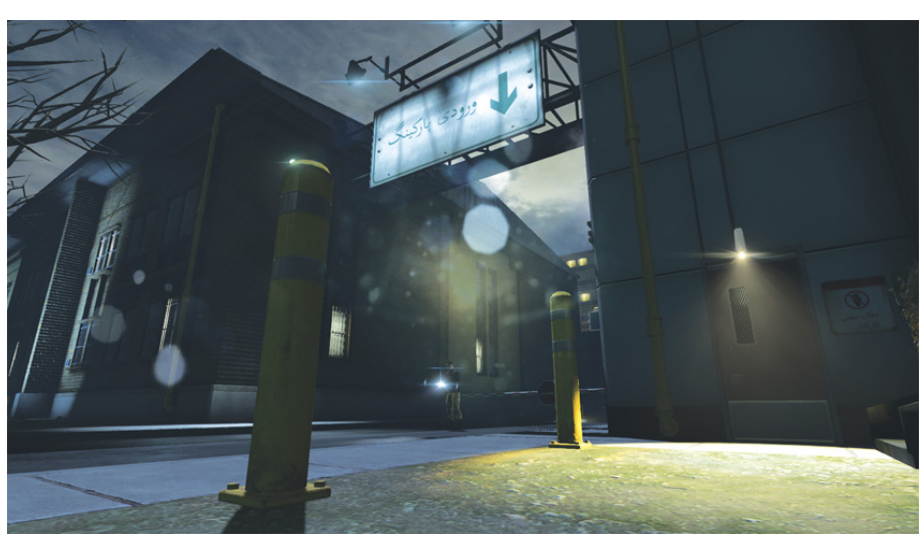
Infiltrating the Special Mission HQ requires the help of General Qod, and while he is more than willing to help at the start of the mission, he soon leads you into an ambush. With that, the dynamic behind the mission quickly changes and you find yourself locked behind RFID-encoded doors, requiring that you take hostages to move about the facility. You will have frequent encounters with Heavy Infantry soldiers, including some carrying ballistics shields that make the use of Stun Guns and Sleeping Gas difficult. Efficient use of your environment is the key to completing your mission and surviving until extraction. Prepare for this mission by equipping the Tri-Rotor, Sticky EMP, Sticky Camera, and Sleeping Gas. These four gadgets all serve a specific purpose once you are within the labyrinth that this locale presents.

ASSAULT

Going loud inside of the Special Mission HQ can be of benefit to you. The combination of tight hallways, copious amounts of cover, and plenty of light switches to shroud the room in darkness make you a one-man death squad. Don't be careless with your ammunition though, you will need every round you can scrounge up to cut down General Qod's forces. For this assault, be sure to bring along both Sleeping Gas and Frag Grenades (or Incendiary Grenades if you have purchased them). Spare your Frags for the second half of the mission, where you will begin to encounter Heavy Infantry soldiers more often. Most doors that you encounter within the facility are RFID-encoded and if you do not have a hostage, you will have to place a body by a door to keep it open.



1: Qod's HQ (Exterior)



GHOST

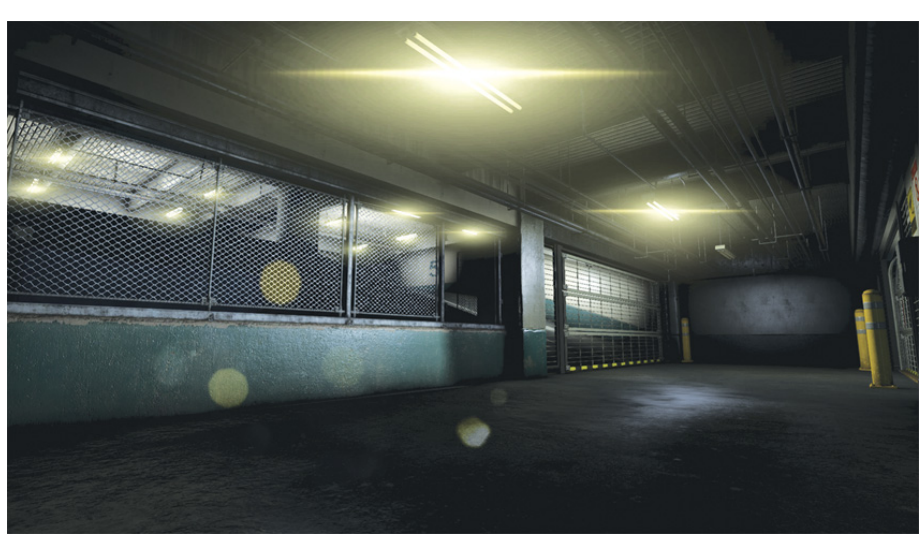
Infiltrating the Special Missions HQ with the help of the General requires you to remain undetected without engaging any of the guards—even with nonlethal means. Maintain a path that is close to the building as you shadow the General. As you near the front of the building, stay low against the wall to avoid the camera attached to the wall near the entryway. From atop the wall, wait for the General to come distract the guard before moving on. After scaling the second wall near the entryway, take note of the camera's position before dropping down to the other side. Continue following the wall, taking care to avoid alerting the guard that patrols near the spotlight ahead. When you come to the end of the building, climb the yellow pipe running to the top of the building. Shimmy along the brick around the corner, eventually moving to the steel scaffolding over the checkpoint leading to the parking garage. After crossing the scaffold, you come to another yellow pipe. Wait for the General to approach the checkpoint before climbing down the pipe. Once on the ground, make your way into the parking garage, avoiding the gaze of the camera over the entrance in the process.

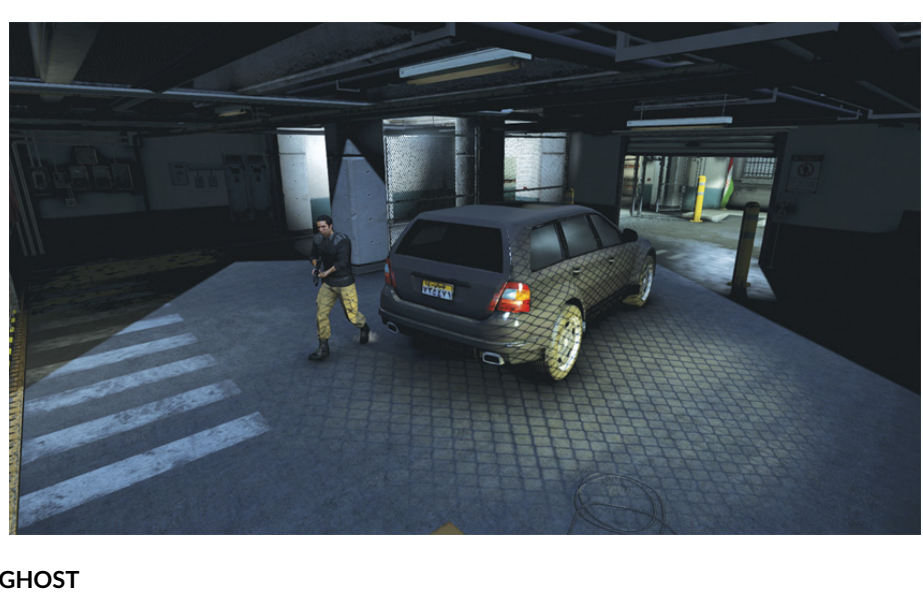
ASSAULT

Note

This area must be completed within the confines of the Ghost playstyle.

2: Parking Garage





GHOST

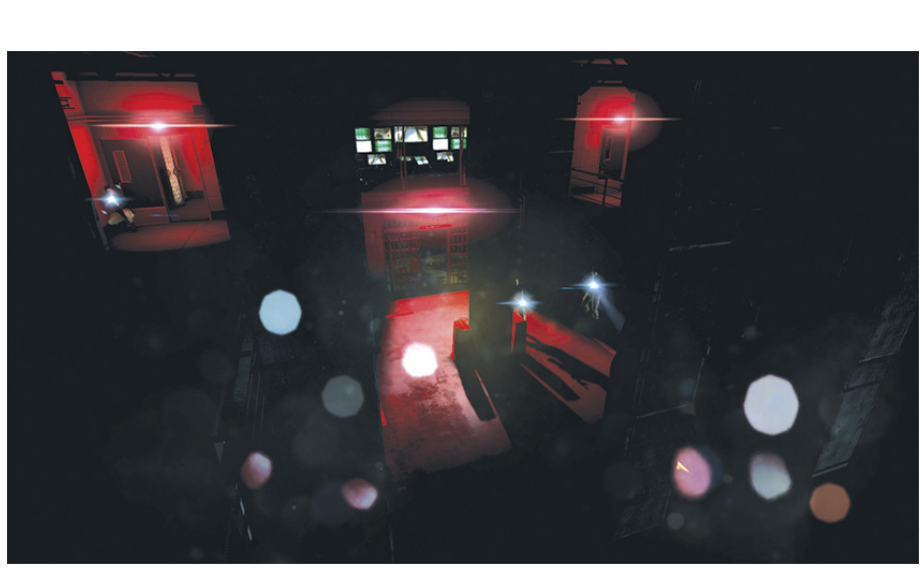
Within the garage, use the dark corners and abundant shadows to your advantage. As you step into the garage, a guard stands near a gate to the right and above him is a camera. Wait until the guard steps away from the hole in the gate, timing your movement to coincide with the sweeping camera. A rappel line is here, so hook in and drop over the ledge. You are now within a large shaft running through the center of the garage. Just one floor below, a guard is looking in your direction, sweeping his flashlight and scanning the area just beneath you. When this guard walks away, wait for him to head down the ramp to a landing two floors below, in front of a chain-link fence. Before passing by the chain-link, wait for another guard two floors below to finish his search before quickly rappeling to the lowest level. Climb through the nearby fence and follow the General into the bowels of the facility.

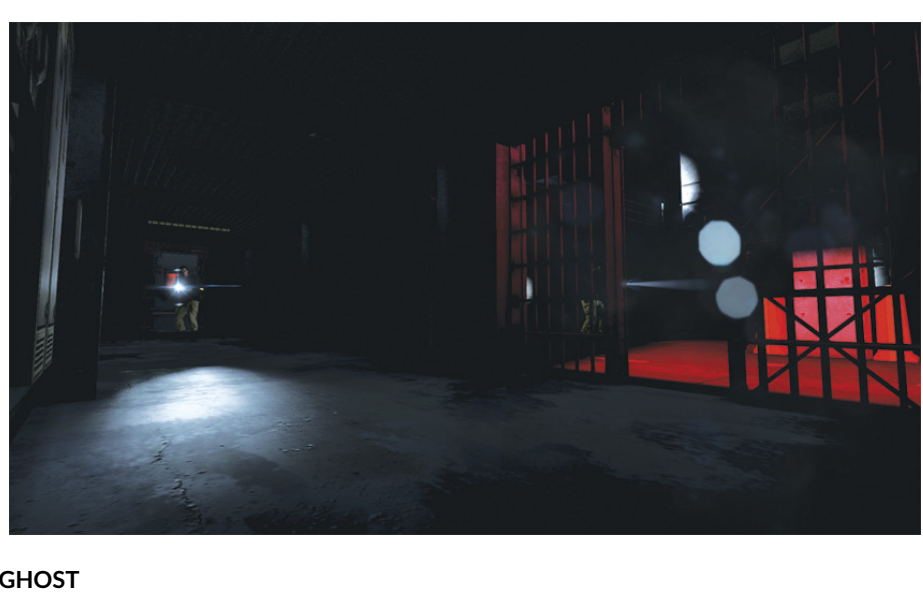
ASSAULT

Note

This area must be completed within the confines of the Ghost playstyle.

3: Prison





GHOST

Because you were ambushed, a detection is inevitable. This prevents a Hostiles Undisturbed scoring event. If you wish to earn points toward the Ghost playstyle, you will have to neutralize the guards through nonlethal means without being seen after waiting for the active detection to end. At the start of the ambush, climb onto the pillar that you have taken cover against. At the top, climb onto a pipe, this pipe leads to both balconies. Each balcony has a guard that is searching for you. Avoid neutralizing the guards on the balconies. First, throw a Sleeping Gas canister down to the ground floor to incapacitate the guards there. Then use the pipe to monitor both sides of the prison, performing Aerial Knock Outs whenever you are able. Be careful, if you allow a guard to stumble over his comrade, he will awaken him.

ASSAULT

General Qod's ambush is the first time you are able to go loud during the mission. Avoid the hostiles on the ground floor and use the pillar to climb up to a pipe that runs the width of the room. Shimmy along the pipe and drop down on one of the balconies. Through the darkness, eliminate the guard on the balcony with you. Next, throw a Sleeping Gas canister to the ground floor. The large cloud of gas floods the cell block and pacifies the guards within.

Note

Although typically Sleeping Gas results in a Stealth Knockout, during a state of detection its effect will be a Combat Knockout.

Continue your assault of the second floor, clearing the floor of hostiles. Pass through the door inside the control room where the two balconies meet. As you move downstairs, stay alert and check your corners for enemies as you proceed toward the area's exit.

4: Stairwell

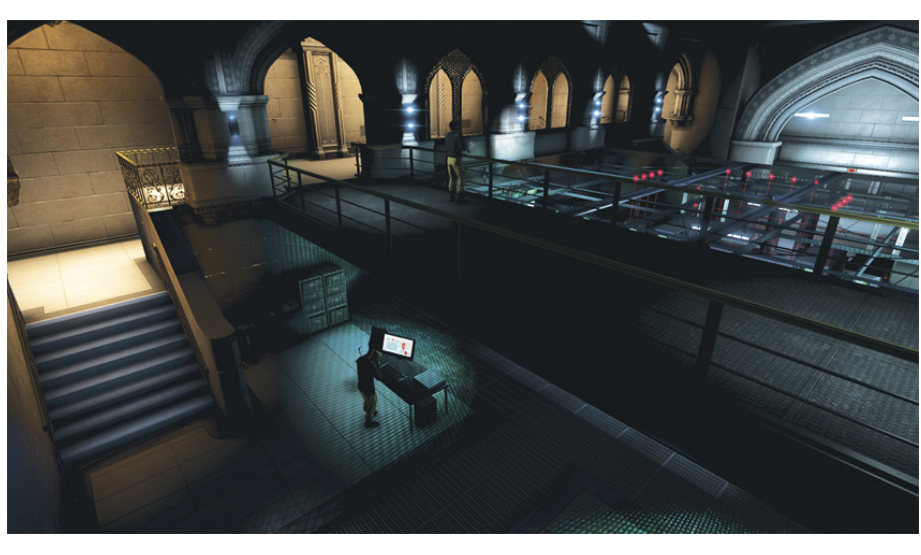
GHOST

After narrowly escaping the prison, enter the vent across from the door instead of proceeding to the stairwell. Exit the vent, then climb up the nearby yellow pipe to a platform where another vent is found. Proceed through this vent and you will exit into the stairwell. Turn right and proceed up the stairs two floors. At this point, the lights will turn on again. On the next floor, two guards are having a conversation. Wait until one of them walks away before proceeding up the stairs. Take cover before stepping onto the landing and wait for the remaining guard to approach. When he comes within range, take him hostage and proceed through the nearby sliding doors. In this hallway, you may stumble across his comrade; neutralize him with your Stun Gun before approaching the elevator to the right.

ASSAULT

After exiting the prison, turn right and take cover near the bottom of the stairs. Lure the guard on the floor above to investigate the ground floor and take him hostage when he does. Proceed up the stairs, checking the adjacent stairwell as you climb each flight. You meet two hostiles in the stairwell before the lights come back on. At that point, kill the third guard coming down the stairs. At the top of the stairs is a sliding door. This door is RFID-encoded, so as long as you are holding your hostage the door will open. Just past the doors, expect one or two guards to be holed up there. To make quick work of these foes, turn your hostage into a human grenade and push him toward the guards in the hall. Should the explosion blow the bodies far from the door and it locks, locate one of the bodies that you left in the staircase. By carrying a guard's body, the doors will slide open, granting you access to the elevators within.

5: Server Vault



GHOST

Step out of the elevator, take cover among the shadows, and wait for a guard to approach the window down the hallway. Sneak up and take him hostage, using him to enter the vault. Once inside, duck into one of the alcoves near the entrance and knock out your hostage. From the concealment of the alcove, deploy the Tri-Rotor. Locate a guard patrolling a balcony on the far side of the room. Use a Sticky Shocker to incapacitate him. Now, locate the guard at the computer console below the balcony and neutralize him as well. Recall the Tri-Rotor and locate the light switches at each stairwell. Once the vault is dark, head to the second floor. Proceed to the opposite side of the room, down the stairs, and into the office there to claim the Dead Drop. Just outside the office is the computer console that one of the guards was using. Interact with it to lower the laser grid securing the vault. This attracts the attention of one of the technicians. Stay within the shadows to evade being detected by the guards that enter the room. Enter the vault and interact with the console to begin data extraction.

Dead Drop

Be sure to pick up the Dead Drop before shutting down the grid. The patrols get heavy after you do so and you risk detection when claiming it.

The data extraction takes a minute and a half. During this time, take cover near one of the servers and maintain a view of the vault entrance. During this time, more guards enter the room, including a Heavy Infantry soldier. Once the extraction is complete, throw a Sticky EMP followed by a Sleeping Gas canister out of the vault entrance. The Sticky EMP will disable the vault lights and the cloud of Sleeping Gas will incapacitate any hostiles within the area—except the Heavy Infantry soldier. Quickly make your escape through the sliding glass doors across from the vault and slide down the nearby Fast Rope.

ASSAULT

Mounting an assault on the Server Vault requires isolating your enemies. Start by drawing the three guards not in the vault to the room's entrance by allowing yourself to be detected before taking cover near the sliding door. Next, turn off the light switches at the stairs that flank the room. With the room cast in darkness, disable the laser grid to open the vault. Head back to the front of the room, but this time climb onto the vault. From this elevated position, fire on any hostiles that are attempting to enter the room. When the only enemies left are within the vault, drop down and cast a Sleeping Gas canister into the vault to eliminate the threats within. After you begin to extract the data, the entry door opens again, this time the guards that enter are accompanied by a Heavy Infantry Soldier. From the console, throw a Frag Grenade in the direction of the guards, then pick off the Heavy with headshots. Once the extraction is complete, exit the Server Vault and use the Fast Rope outside to descend to the Atrium.

6: Atrium

GHOST

Once within the Atrium, a few guards enter the small space accompanied by a Heavy Infantry soldier. Stay among the shadows on the Atrium's left side by switching cover often. The Heavy tends to stay near the door across the Atrium from where you began. Avoid the door and enter the vent just to the left of it. Follow the vent until you are within a large ventilation shaft with a yellow pipe on the wall. Climb onto the pipe and shimmy down to the bottom level. Enter the open vent to your right and follow it. Once you exit the vent, the exit is to your right.

ASSAULT

After descending into the Atrium, soldiers begin to flood in from the door on the opposite side of the room. Your first priority should be to neutralize the Heavy Infantry soldier that is among them. Once the Heavy is down, utilize the cover to cover technique and Sleeping Gas to keep the remaining guards pinned to the area near the doorway until they have all fallen. Make your way through the door and proceed to follow the winding stairwell until you arrive at Level 3 and exit out into the Kill House.

7: Kill House

GHOST

When you enter the Kill House, you begin on the catwalks overlooking what appear to be movie sets, including a fake Oval Office. Avoid dropping down to the lower level, as Commandos patrol the sets. Proceed counterclockwise along the catwalks, when you approach the catwalk on the opposite side of the room, climb onto the overhead pipe. Wait for the patrol to pass beneath you and perform an Aerial Knock Out. Drop down from the catwalk and locate the doorway with a floodlight above it. After passing through it there is a Commando at a table to your left. Use the Stun Gun to incapacitate him. Nearby is another guard, so use your Stun Gun on him as well. As the guard falls to the ground, enter the office on the right-hand side of the room. Within, you will find the Blacklist Laptop; hack it before passing through the door on the other side.

Blacklist Laptop

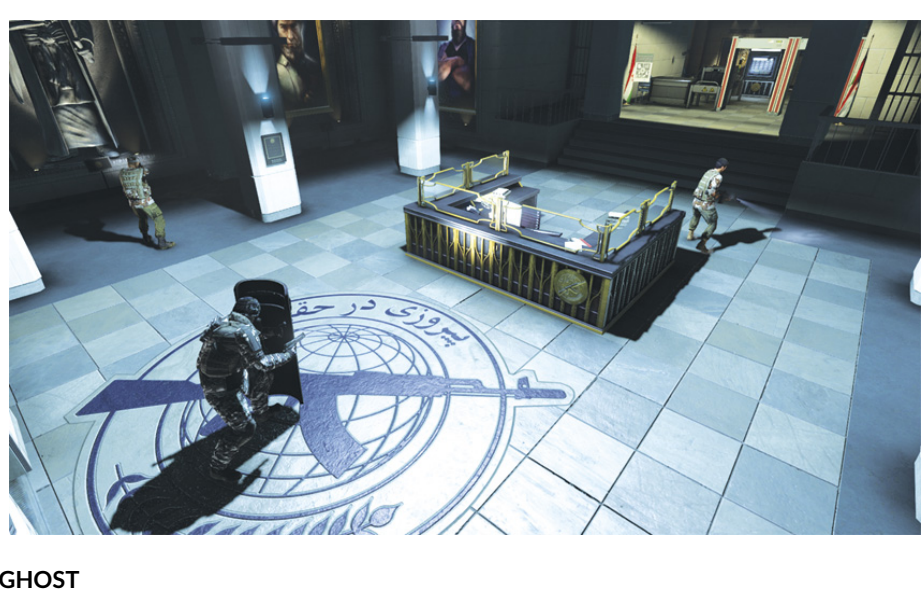
Before hacking the Laptop, close the door behind you to ensure that you are not interrupted.

After you exit the office, take cover behind the janitorial cart in the hallway. The nearby sliding glass door is RFID-locked, but luckily a guard enters the hallway on his patrol. When he does, lure him over and take him hostage. Once through the door, knock out the guard and pass through another set of doors. Enter the security control room to your left and access the terminal so that Charlie can override the door locks. Now, with the doors under Charlie's control, exit the security control room and pass through the door on your left.

ASSAULT

Inside the Kill House, engage the enemy from the catwalks. Your first target should be the Heavy Infantry soldier that walks along the center balcony that overlooks both sets. This balcony will serve as your main point of ambush as hostiles attempt to reach the catwalk via the second floor entrance it connects to. Stay in motion while on the catwalks, as most of your foes will hole up in the fake Oval Office. Circle the set and pick them off as you acquire line of sight. Before passing into the next room via the second-floor entrance, take cover near the entry and survey the floor below. To the right side of the room, you may see the familiar red lights of Commando goggles in the shadows. With bodies lying in your wake, proceed through the entry and down the stairs. In the middle of the room, there is a control room. Pass through the room into a hallway where another RFID-encoded door stands before you. Stand near the door and make some noise to attract the guard to you. When the door opens, quickly finish him off. Pass through the now open door and proceed to the security control room. Patch into the terminal to allow Charlie to open the doors ahead of you.

8: Foyer



GHOST

Now that you are entering the foyer, flip the light switch to the right of the metal detector. With the lights off, climb over the nearby table to bypass the machine. While you wait for your team to remotely open the gate, some unwelcome visitors arrive. Several guards fill the room, including a Heavy Infantry soldier with a ballistics shield. The darkness you have created is how you will bypass the guards unseen. As you pass through the room, stay close to the pillars should you need to take cover quickly. Proceed along the room's periphery to avoid the gaze of the Heavy near the room's entrance. Stay low as you sneak behind him and out the front doors.

ASSAULT

After exiting the security control room, you come to a metal detector set before a gate. While Charlie works on getting it open, turn off the light switch to the right. Once the gate is open, four guards and a Heavy Infantry soldier with a ballistic shield enter the foyer. Throw a Frag Grenade toward the far side of the room where the Heavy is positioned. The explosion rocks the guards, so take the opportunity to fire upon them. Even when detected, the lack of light here results in Combat Kills with little effort, as long as you remain in constant motion. Once the room has been cleared, proceed through the double doors and out into the gardens.

9: Gardens

Ghost

Traversing the gardens without detection or violence requires effectively using the shadows. As you proceed toward the large fountain, follow the stairs to the right, leaping over the railing on that side and hiding in the darkness. As you step down, hug the wall, only stepping into the light when necessary. Continue along the path until you see another set of stairs leading up to the street. In this tight space, you will find the High Value Target for the mission. Stay hidden within cover against one of the benches and wait for his path to cross yours.

High Value Target

Stay in the shadows to bag this HVT.

Now that the HVT is in custody, continue toward the stairs leading up to the street. The first set of stairs leads to two bridges. Avoid climbing the stairs and instead climb onto the ledge on the far right and drop into the small runoff canal. Jump up and hang from the right side of the bridge. Standing between the two bridges is a Heavy Infantry soldier carrying a ballistics shield. In addition to that, a guard frequently patrols the nearby stairs. When the Heavy is looking away, climb onto the grassy ledge to the right of the bridge. Stay low, pass behind the Heavy, and climb onto the ledge behind him. Once atop the ledge, stay in the shadows of the stone monolith by passing on its right side. There is a dog up ahead as well; throw a Sticky Camera toward it and use Sleeping Gas after attracting it. One more guard stands between you and the extraction point. Drop down to the stairs on the right and climb onto the ledge to circumvent the stairs. Remain in the shadows here and throw your last Sticky Camera to the side of the guard opposite of you. Attract the guard to pull him away from his post, then simply pass through the gate to rendezvous with Briggs.

ASSAULT

Within the gardens, start the firefight by lobbing a Frag Grenade toward the fountain at the base of the stairs. Try to time the throw so that two of the guards are standing near one another. This little piece of chaos results in a detection. Wait at the steps for the guard dog to come running, and shoot him before he can get close. Stay near the fountain, using it for cover as hostiles enter the area from both the left and right sides. When the flow of hostiles is minimal, proceed until you come to the twin bridges. Waiting across the way is a Heavy Infantry soldier with a ballistics shield. Allow the Heavy to see you from across the bridge to draw him toward you. After you dispatch the Heavy, cross the bridge. If you killed the dog earlier, you can advance to the exit unopposed.

Ghost/Assault Tactics

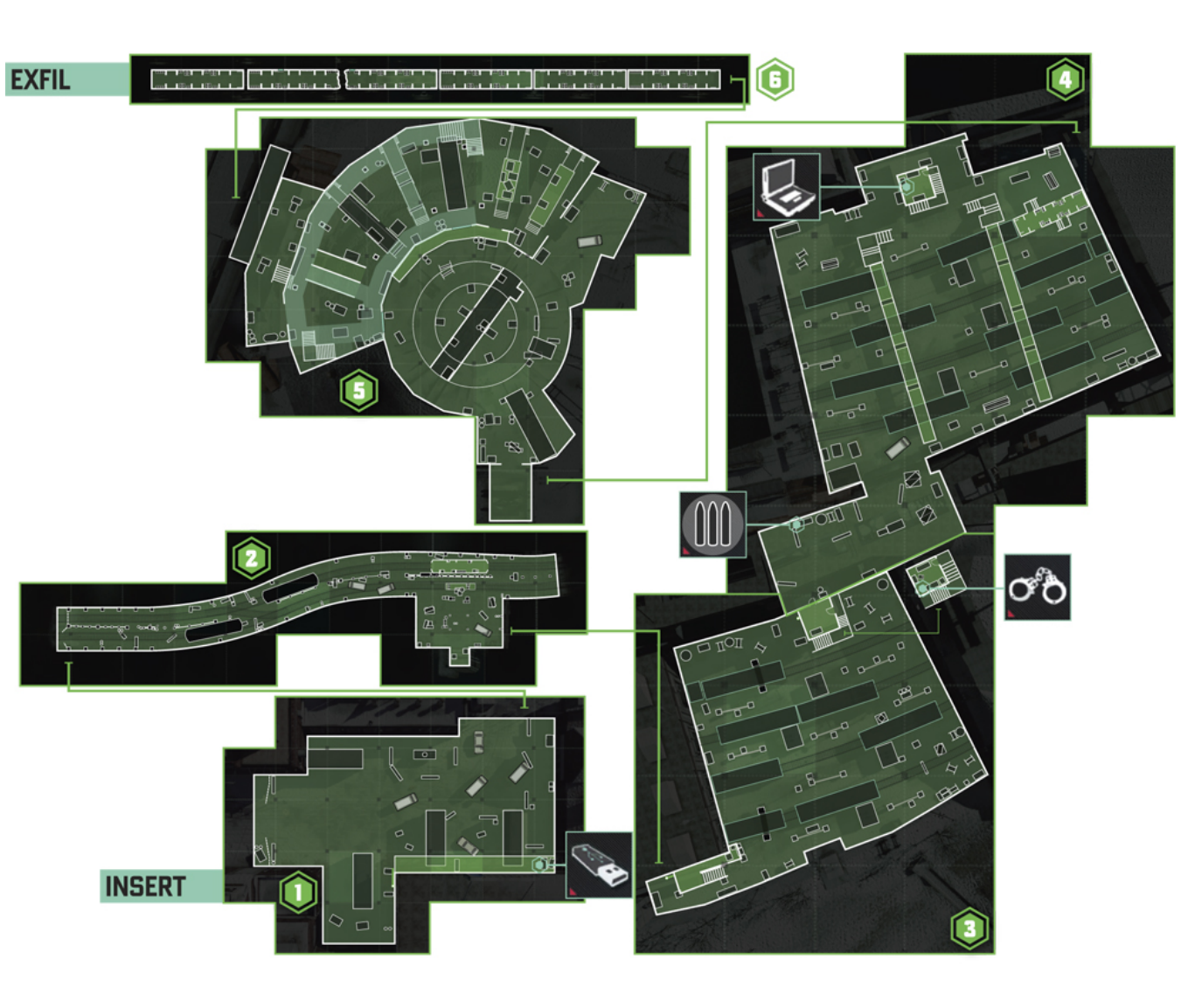
Mission 7: Transit Yards (Philadelphia, USA)

GHOST

Passing through the Transit Yards as a Ghost calls for taking the high road, climbing over scaffolds and using the trains that litter the yards as platforms from which to get the drop on your enemies. For two sequences during this mission you will take control of Briggs. During the first of these sequences, it is difficult to complete your objective as a Ghost. The only nonlethal weapons found in Briggs's loadout are the two Sleeping Gas canisters and two Proximity Shockers he carries. It is best to conserve these supplies until you are in the Roundhouse, which is Briggs's second sequence in the mission, this area allows for a Ghost playthrough, as enemies can be left untouched. As is true with the loadout preparation for Ghost missions, it is helpful to carry both Sleeping Gas and the Tri-Rotor, should you have to neutralize your foes.

ASSAULT

Going loud during the assault on the Transit Yards can be difficult if you remain exposed for too long a period. Make use of the environment to get the jump on hostiles by maintaining an elevated position or using land mines to your advantage to eliminate hostiles quickly and efficiently. With the long sight lines afforded during this mission, avoid using Shotguns and SMGs here, which suffer from power loss when fired at distance. Prepare your loadout to include Frag Grenades, Sticky EMPs, and Sleeping Gas canisters. The Sleeping Gas may not seem to be an Assault-style gadget at first, but allowing yourself to be detected prior to deploying these nonlethal devices results in Combat Knockouts of any alerted foes, while sparing your Frag Grenades for Commandos and Heavy Infantry soldiers that are armored and deadlier compared to your standard thugs.



1: Streets (First Bomb)

GHOST

The mission begins with Briggs mounting a strong resistance against the Engineer forces, drawing their fire to the rooftop of the building across from you. Because of this diversion, the hostiles are unaware of your presence. Drop down from the rooftop to the street below and circle around the back of the nearby semi-trailer. As you come around the trailer, you see a hostile taking cover behind a crate toward the front of the trailer. Quickly neutralize or bypass the enemy before climbing the pipe that he is positioned near. Use the pipe to climb onto a scaffold that overlooks the fierce firefight below. Continue to the end of the scaffold, staying low and silent to avoid detection from the enemy forces below you. At the end of the scaffold, you will find the mission's Dead Drop.

Dead Drop

The mission's Dead Drop is located on a crate at the end of the scaffold, be sure to grab it before you disarm the bomb.

Drop down from the scaffold onto the semi-trailer. Drop to the street below by climbing down the right side of the trailer. There are too many gunmen here for you to neutralize on your own. Take cover behind one of the nearby concrete dividers and wait for Briggs to clear the area. Once all of the hostiles have been neutralized, approach the van to disarm the explosive device.

ASSAULT

When going loud here, it helps to have a human shield. After dropping down to the street below from the rooftop where you begin the mission, take the hostile behind the nearby semi-trailer as a human shield before stepping into the open. The majority of the enemies here are holed up in the area around the van containing the bomb, but your brazen actions will draw them toward you. After your hostage has fallen, climb to the scaffold overlooking the firefight and rain down your Frag Grenades upon the enemies below to kill multiple enemies with a single explosive.

Note

If you approach the van that contains the bomb, Briggs clears the hostiles from the area.

2: Subway Tunnels (Second Bomb)

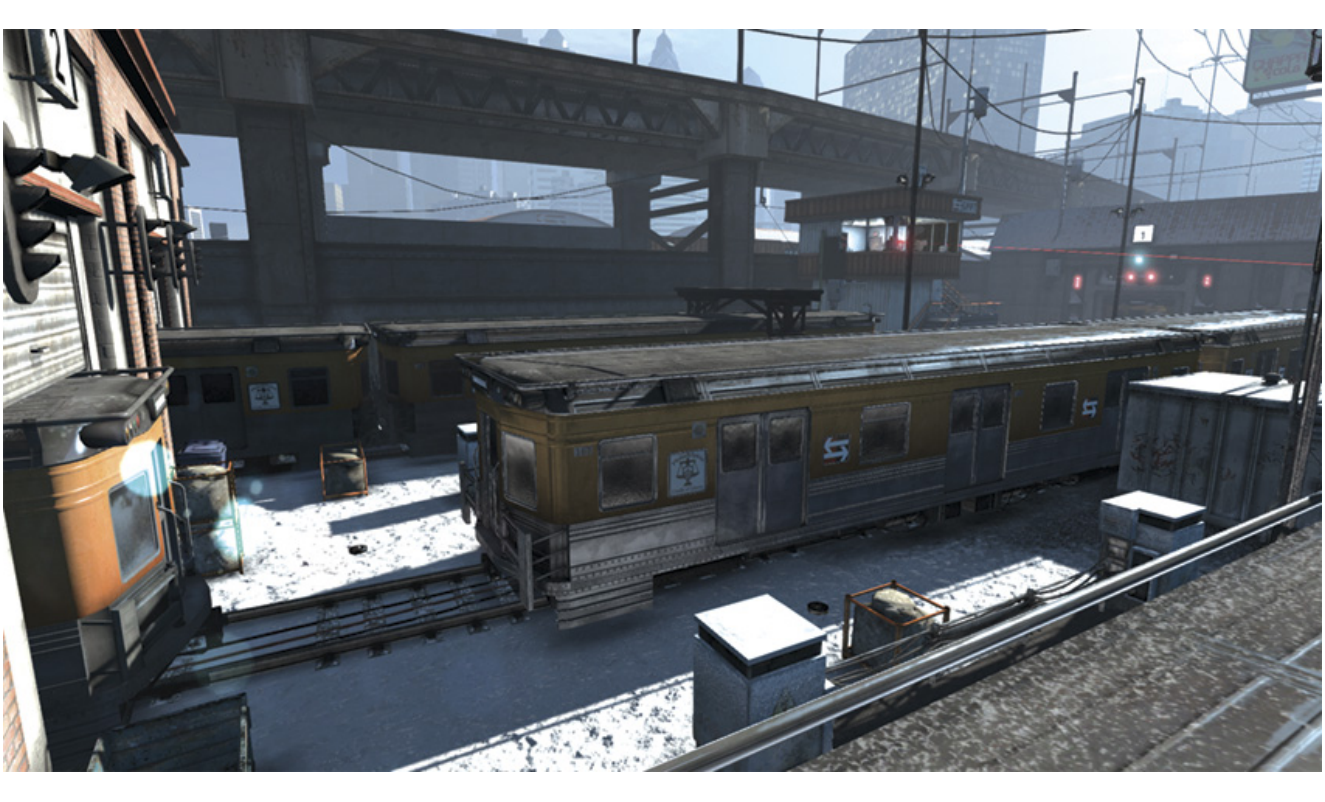
GHOST

During Briggs's portions of the mission, a Ghost playthrough is difficult because of his equipment loadout. The only nonlethal weapons at your disposal are Sleeping Gas and Proximity Shockers. Make use of these to earn a score toward the Ghost playstyle.

ASSAULT

Your first foray as Briggs is well suited to the Assault playstyle. Because you're equipped with Frag and Incendiary Grenades, injecting some chaos into the firefight should hardly be difficult. The only things hindering your Assault scoring are your firearms. With both of them suppressed, allow yourself to be detected before you engage the enemy, as firing on hostiles from behind cover prior to a detection results in Panther playstyle scores. The tight confines of the Subway Tunnels and the debris strewn throughout increase the lethality of your grenades, so avoid using them when only one hostile is present. Instead opt to use these devastating weapons when two or more enemies are present.

3: Subway Yard A



GHOST

Caution

Keep an eye out for the mines that litter the ground; use Sonar Goggles if you have trouble spotting these traps.

Your search for the third bomb begins in the Subway Yard. The High Value Target for the mission is also located here. The HVT is a sniper that is overlooking the yard from a control tower on the far side of the area. Accessing the HVT while remaining unseen is easiest if you avoid encountering any hostiles as you cross the yard. To do this, climb up the pipe to the left of your starting position to access a balcony that overlooks the yard. This balcony also affords you the opportunity to climb onto one of the train cars. Climb onto the first train car and drop down to its opposite side. Repeat for the next car you encounter, then climb onto the third. Once you're atop the third, wait for the two guards below you to advance beyond your line of sight, then drop down and climb onto the fourth. At this point, you are near the control tower. Once atop the fourth train car, locate a guard that is wandering the area between the train car and the wall just past it. Neutralize the guard and climb the pipe to the left of the stairs leading up to the control room. Capture the HVT by attacking him from the window sill, climbing inside, and bagging your target.

High Value Target

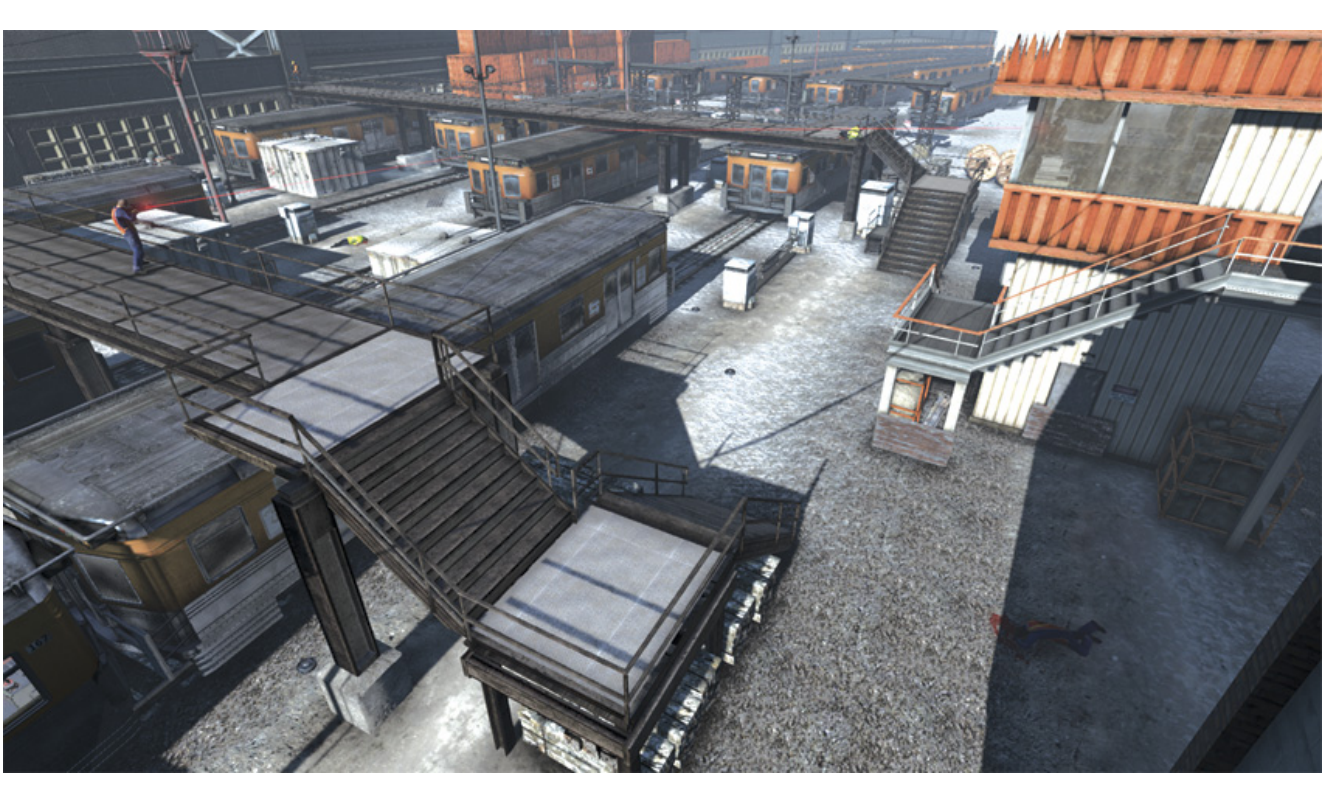
The HVT is an easy grab, just be careful of the Commando that tends to check inside the control room.

With the HVT in custody, climb back out of the window and shimmy toward the pipe. This time, bypass the pipe and move onto the wall to the left of the control room. Use the zipline here to descend to the road below, escaping the Subway Yard in the process.

ASSAULT

As you move through the Subway Yards engaging in open combat, stay within cover and avoid the open areas where you can easily be shot by the sniper in the tower. Aside from the sniper, the greatest dangers here are the Commandos. To equalize the playing field when engaging these swift-moving and armored foes, use the Sticky EMP gadget. The Sticky EMP temporarily disables the goggles of Commandos, obscuring their vision and allowing you to get the jump on them. As you duck in and out of cover, be careful to avoid the land mines that are strewn throughout the Subway Yard, use your Sonar Goggles to detect these traps with ease. The land mines can also be used to your advantage by shooting them when hostiles are standing nearby. The resulting explosion also counts toward your Assault score by earning you Combat Kills.

4: Subway Yard B



GHOST

Before venturing into the next Subway Yard, take cover near the concrete dividers. Just ahead, you will see a Commando patrolling near the van that was supposed to be housing the bomb. The Commando will be on the right side of the van. Stay low and creep past the left side of the van. Just above the vehicle is a balcony with a sniper perched atop it. Use your Stun Gun to neutralize the sniper before you continue onward. Follow the wall to the right until you reach the train depot. When you do, begin to make your way to the left, climbing over the train cars as you do. Be careful though—a sniper is surveying the area of the train yard that you are passing through. When you arrive at track 1 (the bay with a green light above it), climb onto the roof of the train car and neutralize the sniper on the nearby balcony. Step down from the balcony by way of the stairs and proceed toward the control tower to the right of track 1. Inside the control room, you find a sniper and the Blacklist Laptop for the mission. Neutralize the sniper and hack the Laptop before moving on. Now, head back to the balcony and climb atop the train car on track 1. Before dropping down to enter the train car, locate the guard and the Heavy Infantry soldier that is likely at the rear of the train at this time. With both hostiles away from the objective, enter the train car and disarm the explosive.

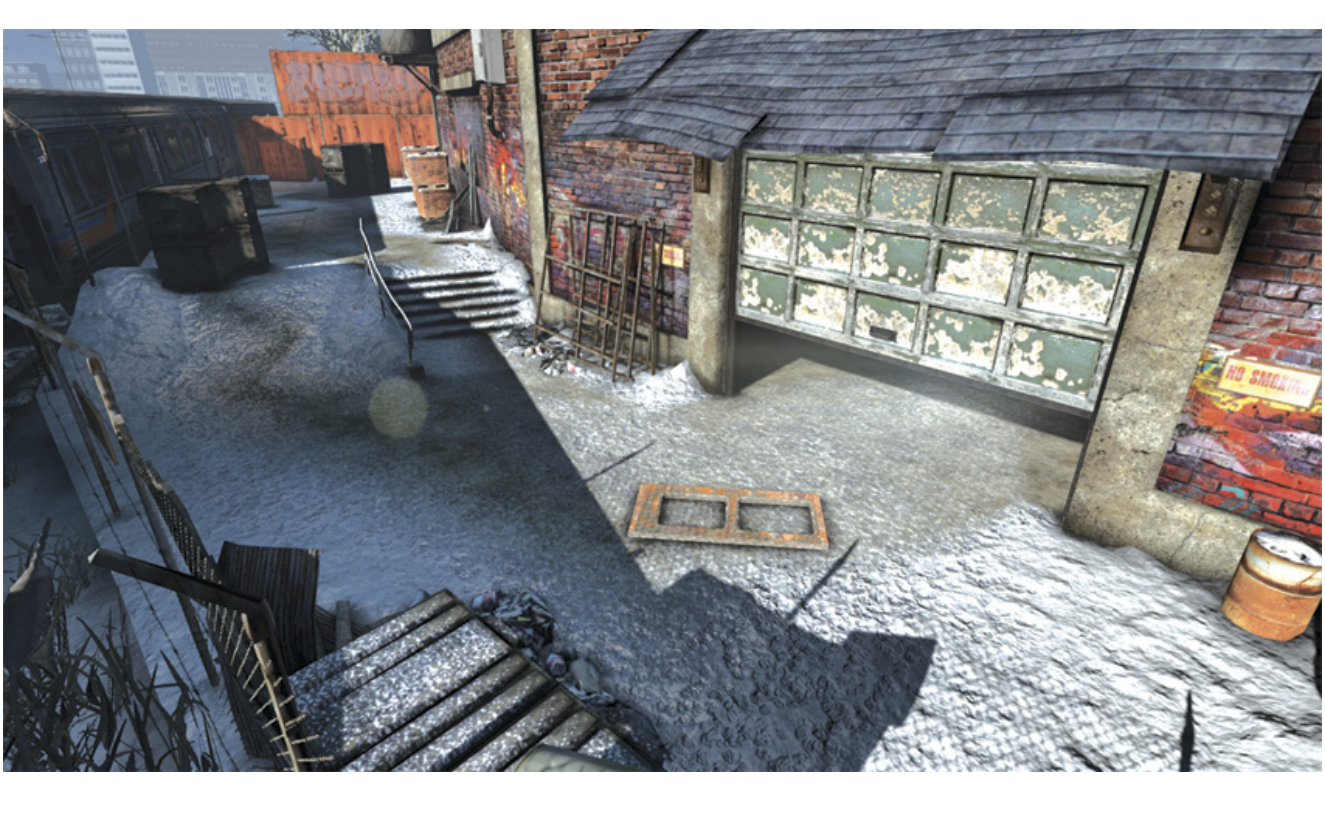
Blacklist Laptop

The laptop is in the control tower overlooking the second Subway Yard. Neutralize the nearby sniper before you try to hack the device to remain undetected.

ASSAULT

As you continue to advance through the Subway Yards, keep an eye out for land mines and the telltale laser of the snipers as they scan the yard. Advancing quickly through the Subway Yard can be suicide, so maintain cover whenever possible. Keep in mind that the land mines can be used to your advantage by drawing hostiles toward you into the mine fields. Once they are standing over the explosives, fire your weapon at the trap to unleash an explosion that will kill whoever is in the blast radius. Follow the path left from the area's entrance to quickly take up position in the control room overlooking the yard. From this elevated position, you can pick off enemies as they scramble about the yard below.

5: Roundhouse (Briggs)



GHOST

From the start of the Roundhouse, pass through the train car to your right. Once you're on the other side, take a moment to locate the guard searching near the chain-link fence ahead of you. Throw a canister of Sleeping Gas to neutralize the threat. With the guard down for the count, sprint toward the side door of the Roundhouse. To locate this door, sprint along the length of the chain-link fence and look for the white van parked ahead. After passing through the door to enter the Roundhouse, turn right and follow the wall around the rear of the building. As you continue onward, you may come across groups of roving guards. Stay low and use the track bays as cover until the hostiles pass by you. Before you exit the Roundhouse, notice the staircase. Guards frequently congregate at these stairs, so use a canister of Sleeping Gas to clear the air a bit before you go outside. Once outside, access the device in the parked train car to your left.

ASSAULT

Before going loud in the Roundhouse, take a moment to allow yourself to be detected by the sniper overlooking the tracks. Once in an active detection state, eliminate the sniper using Briggs's 416 Assault Rifle. As you enter the Roundhouse, stay along the wall to the right and you will come to a set of stairs that access a balcony overlooking the Roundhouse. Using this balcony, rain down grenades upon the hostiles patrolling the ground floor. Once you have been detected, you can also use Sleeping Gas and Proximity Shockers to neutralize hostiles. Just keep in mind that you will not earn a Combat Kill score, but a Combat Knockout with these gadgets. Maintaining an Assault playstyle here is dependent on your allowing yourself to be detected as you pass through the Roundhouse and eliminate the foes you come across within it.

6: Subway Chase

GHOST

During the subway chase that follows the Roundhouse, your actions always result in a detection, which makes a Ghost or Panther playthrough of this section impossible.

ASSAULT

As you advance from train car to train car, you will be confronted by multiple hostiles and engage in shootouts with them. This is a quick way to waste your ammunition. Conserve your ammunition by using gadgets such as Frag Grenades and Sleeping Gas to clear clusters of hostiles as you pass from car to car. After the third car, you must climb out of the vehicle and shimmy along the outside of the train to advance. Here you are given two separate windows to breach and enter. Use the second window that you come to. After breaching, quickly take cover behind the seats across from the window you used to enter the train. As you enter the fifth car, the two hostiles inside take civilians as hostages. Use a Sleeping Gas canister to quickly and safely neutralize the threats, while keeping the hostages alive.

Ghost/Assault Tactics

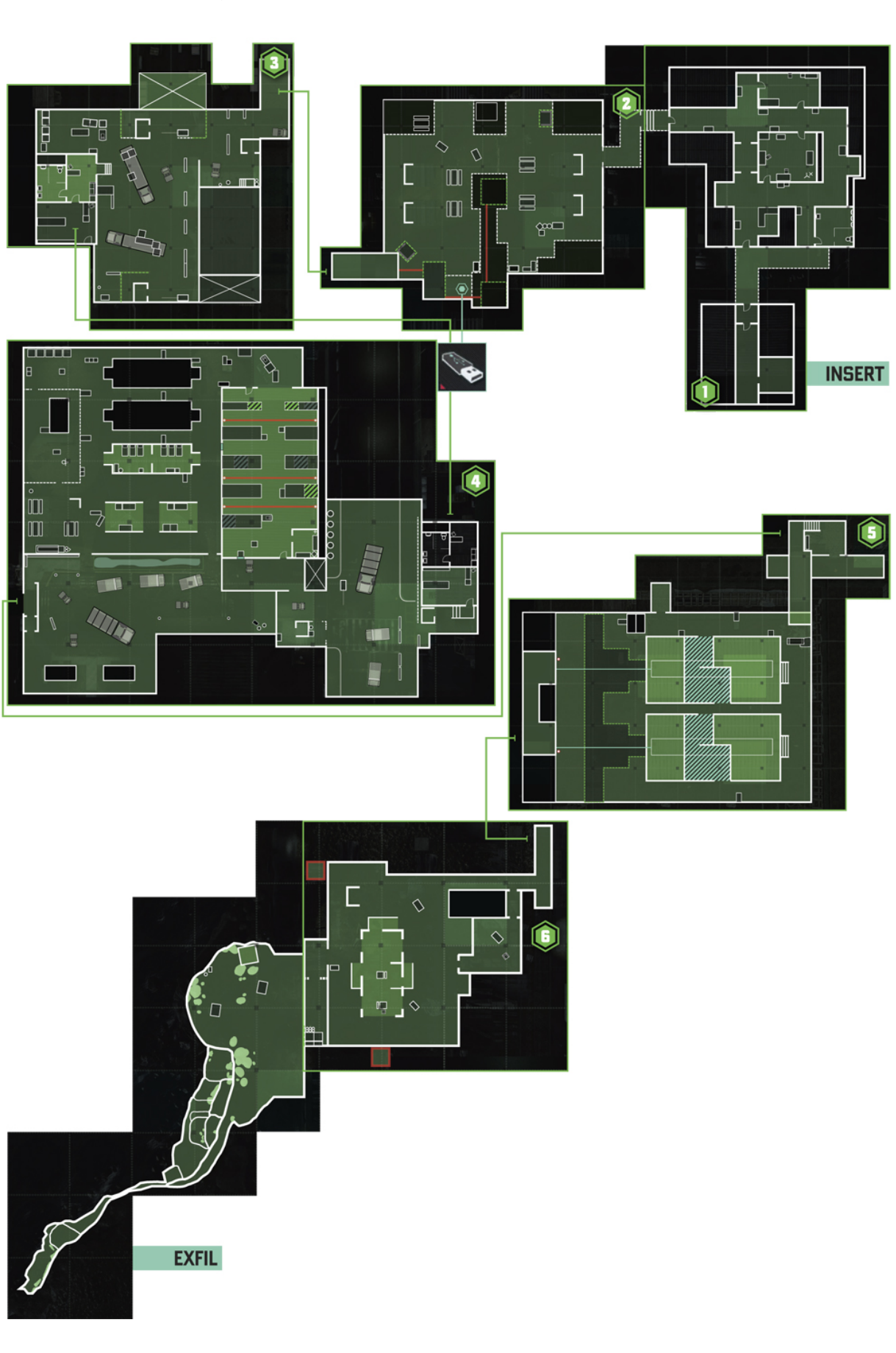
Mission 8: Detention Facility (Guantanamo Bay, Cuba)

GHOST

Infiltrating the Detention Facility of Guantanamo Bay requires you to perform the Ghost playstyle. After your interrogation of Reza Nouri, you have only your special weapon, which unfortunately is outfitted with a flashlight. Because of this, any use of the weapon must be decisive and quick, as guards notice the bright beam of your flashlight and investigate its source. Throughout the first half of the mission, you are ill-equipped to handle anything beyond one or two enemies at a time, but you soon acquire your mission loadout. When preparing this loadout, focus on nonlethal gadgets and weapons. Ensure that you are equipped with the Stun Gun, Sleeping Gas, Sticky Camera, and Tri-Rotor if you expect to tip the scales in your favor during your infiltration.

ASSAULT

Since the guards of the Guantanamo Bay Detention Facility are United States soldiers, you are barred from using lethal means to pacify your foes. This makes for an extremely difficult run during an Assault playstyle. Achieving Combat scoring during this mission will rely on your being seen, allowing for a detection status, then using nonlethal means such as Sleeping Gas or the Stun Gun to perform a Combat Knockout on the opposing forces you encounter. If your actions result in the death of a soldier at any time, the mission will be scrubbed and result in a failure. Be careful and engage your enemies with discretion, as being detected can result in your being quickly overrun.



1: Interrogation Cells

GHOST

After your interrogation of Reza Nouri, your next priority is to make your way to the field office and acquire the gear Briggs has left for you there. As you open the second door to exit the interrogation area, use your Stun Gun to neutralize the guard outside. Now, take cover near the door across from you and open it. One guard is inside to the left. Lure him to the door by using the Attract command. When he approaches the doorway, perform a Stealth Knockout on him. Enter the building and proceed straight. When you enter the small room with the American flag to your left, take cover and attract the guard in the hallway to you. Once he is within range, perform a Stealth Knockout on him. Enter the hallway and turn left. The exit is at the end of the hall.

ASSAULT

During both the Interrogation Cells and the Prison Yard, you must remain undetected. Because of this, any actions that result in an Assault playstyle score are unacceptable here.

2: Prison Yard

GHOST

Before entering the yard area, you pass through a brief security area. Take cover at the chain-link that opens into the yard. Use a cover swap to move into position behind the nearby brick wall that serves as a base for a covered area. Once behind the low wall, move left to position yourself by the path running between the two covered areas. Aside from the two snipers that watch this area, there is also a guard on the catwalk of the guard tower directly in front of you, as well as the Heavy Infantry soldier and guard that roam the rec area. Wait for the guard to walk to the left side of the yard. When he does, move through the path to the left, staying low as you advance toward the guard tower. Climb the pipe that runs up to the guard tower and shimmy left along the ledge to access a second pipe that spans the gap over a barbed wire fence to an unmanned guard tower. Once you have a handhold on this guard tower, shimmy to the right until you are over another barbed wire fence and drop to the catwalk there. On this catwalk you will find the Dead Drop for the mission.

Dead Drop

Locating the mission's Dead Drop requires a bit of climbing and careful maneuvering.

After collecting the Dead Drop, climb onto the ledge across from the guard tower. Shimmy around the ledge to access another pipe that spans the gap to another guard tower. After using the pipe to cross, wait for the guard to approach the railing of the guard tower and knock him out when he does. This eliminates the last threat between you and the entrance of the Detention Center, where the field office and your gear are located.

ASSAULT

During both the Interrogation Cells and the Prison Yard, you must remain undetected. Because of this, any actions that result in an Assault playstyle score are unacceptable here.

3: Detention Center Entrance

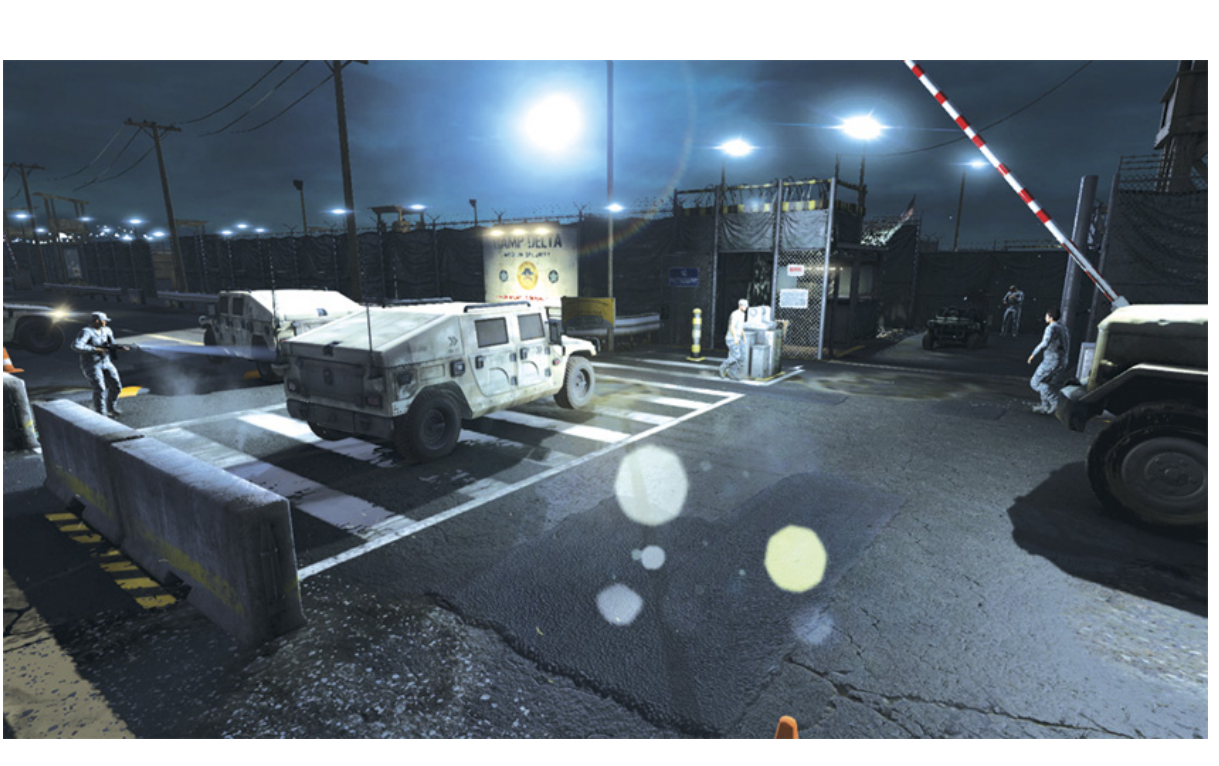
GHOST

With the entrance to the Detention Center within your sights, stay along the fence to the right. When you come to a fence that encloses the crossing guard, climb over it and take cover, then wait for the two guards conversing near the entrance to disperse. Once the guards disperse, use cover swaps to shift from the crossing guard to the right side of the guard shack. Once you are behind the guard shack, power to the facility is restored. As the lights come back on, climb over the fence behind the guard shack and stay to the right of the port-a-potties. Where the row of toilets ends, turn left and locate the open window on the side of the building there. Climb up to the window and peer within, wait for the guard inside to walk into the restroom before climbing through. Once inside, move straight into the locker room across the way.

ASSAULT

As you approach the entrance to the Detection Center, you may want to remain inconspicuous. Without your gear (which is located in the field office just beyond this area), you can defend yourself only with a limited number of charges from your Stun Gun. These charges will run out quickly as the soldiers storm you, so if you do decide to go loud, do so after you have entered the field office and can allow the soldiers to funnel to you.

4: Warehouse



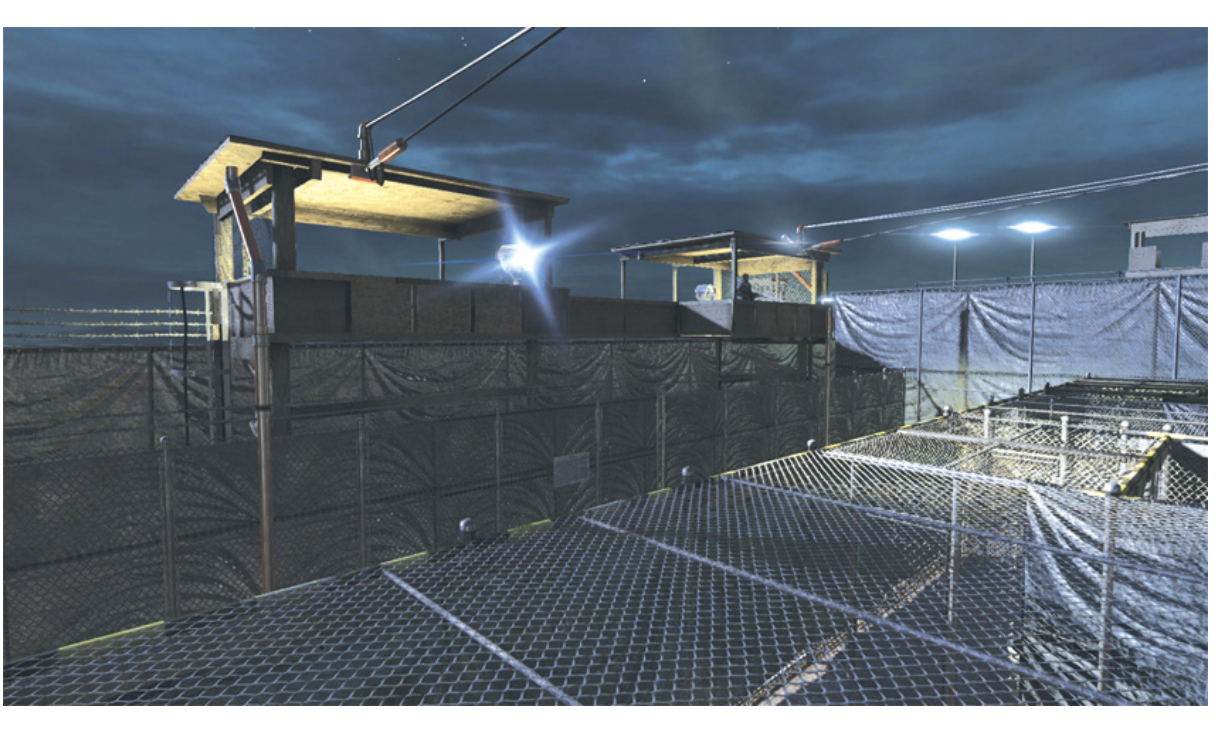
GHOST

Now that you have your gear back, it's time to rendezvous with Briggs for extraction. Exit the locker room and turn right, taking cover by the small guard shack until the guard beyond it turns his back to you. When he does, advance toward him, staying low, and knock him out. The two guards near the truck are preoccupied with their conversation and do not see you. A third guard patrols the area across the road. To circumvent these three guards, take cover on the left side of the nearby vehicle and wait for the soldier in the guard shack to walk away. When he does, follow his path, which leads around the back of the guard shack. From here, you can directly access the warehouse. Do not enter the warehouse by the door; instead, look for the window to the left that you can climb through. Once inside, stay to the left side of the warehouse, and climb onto the racks to avoid the soldiers that are patrolling the building. As you progress, you find an open window on the left side of the warehouse. Use the racks to reach the ledge and climb through. Once you have passed through the warehouse window, hold onto the window and neutralize the guard patrolling below with the Stun Gun. Drop down and proceed toward the road to the right of the window, where several vehicles are parked. Use the vehicles as cover and cross the road. Follow the fence on this side of the road, moving behind the two buildings, past the flag pole, and through the checkpoint.

ASSAULT

Now that you are fully equipped, you can engage the soldiers here with a bit more bravado. When going loud here, take advantage of the first area immediately after you leave the locker room. The gated area proves to be a useful place for catching multiple targets with a single Sleeping Gas canister; just be sure that you are in a state of detection before deploying the gas, or your score may count as a stealth action. Once within the Warehouse, place Proximity Shockers about and allow the soldiers to chase you after a detection, and lead them straight into your traps. The camp outside is dangerous because of the Heavy Infantry soldier that lurks about. Also, should you allow yourself to be detected here, expect another guard dog and Heavy Infantry soldier to enter the fray. This time, the Heavy is also equipped with a ballistics shield, which makes for an even more difficult fight. If this occurs, retreat from the area quickly.

5: Prison Cells



GHOST

Once you are through the checkpoint, scale the stairs and neutralize the sniper overlooking the camp. From the sniper perch, throw a Sticky Camera down toward the guards conversing between the buildings and use Sleeping Gas to neutralize them. Climb over the railing and drop down to the ground below, quickly moving between the two buildings. Continue along this path until you come to a locked fence. Hang from the fence and throw a Sticky Camera toward the spotlight overlooking the fenced area. Use the Sleeping Gas to neutralize the guard patrolling the elevated catwalk. Climb onto the top of the fenced holding area and peer over the edge. There is a guard dog that roams this causeway between the fence and the holding area. Perform an Aerial Knock Out to pacify the animal. On both sides of the balcony are pipes that reach from the balcony to the ground. Use one of these to climb up to the balcony. From the balcony, drop down the opposite side from where you approached to enter a derelict area of the Detention Center formerly known as Camp X-Ray.

ASSAULT

In the cell area, you begin on an elevated platform used by a sniper as a watchtower. Allow yourself to be detected, then fire a single Stun Gun charge at close range to end the danger. If you are willing to take the risk, stay on this elevated platform and attract the attention of the guards below. When they detect you, use Sleeping Gas canisters to dispatch the forces on the ground. Be careful when doing this, the sniper in the tower across the way will be taking shots at you while you do.

6: Camp X-Ray

GHOST

Enter Camp X-Ray, proceed down the stairs, and take the first left that you come to. As you exit this fenced area, take a moment to check that the guard dog roaming about is on the far right side of the camp. Stay low and approach the crate to your left. From behind the crate, throw a Sticky Camera at the sniper in the guard tower ahead of you. Use the Sleeping Gas to neutralize him. With the path clear, proceed around the left side of the derelict cabin. Continue to follow the fence line until you come to an opening on the opposite side of the cabin. Enter the opening and turn left. Cut the fabric there to locate a fence that you can climb to exit the camp.

ASSAULT

As you enter the derelict ruins of Camp X-Ray, your best option for earning an Assault score is to attract the attention of the guard dog. Before you do this, place a Proximity Shocker in your path so that the animal is incapacitated when he approaches you. Allowing yourself to be detected by the snipers can be fatal, but if you can remain behind cover after being detected, throw a well-placed Sleeping Gas canister into their perches to make quick work of them.

7: Yucatan Airstrip

GHOST

During the airstrip firefight to protect the Paladin, you are engaged in all-out combat, making any form of stealth attack difficult. This is where you will find the High Value Target, as well, who needs to be apprehended silently if you expect to take him alive. So, although a complete Ghost playthrough is nearly impossible, your apprehension of the HVT must be completed with stealth. To do this, at the start of the phase, immediately proceed forward and to the right, circling around the back side of the hangar where the hostiles are holed up. One by one, pick them off using either nonlethal melee attacks or your Crossbow (which is equipped with Sticky Shocker bolts). The HVT is the hostile wearing a patrol cap and covering his face with a red bandana.

High Value Target

While the HVT may seem elusive, pick through the first wave of hostile forces to capture him in the chaos.

ASSAULT

The restrictions of the Detention Facility are dropped during the escape from the Yucatan Airstrip, so feel free to unleash hell upon the opposition. Staying alive here can be difficult, so try to not be reckless. At the start of the firefight, move forward and take position on the right side of the hangar in front of you. A small doorway in the side of the structure allows you to attack from cover. Another advantage here is that this doorway is placed between two crates, which offer some protection from the rear should an enemy attempt to ambush you. For the duration of the battle, expect hostiles to focus their fire toward the Paladin, so use your arsenal to get the jump on foes as they scramble about the airstrip seeking blood.

Ghost/Assault Tactics

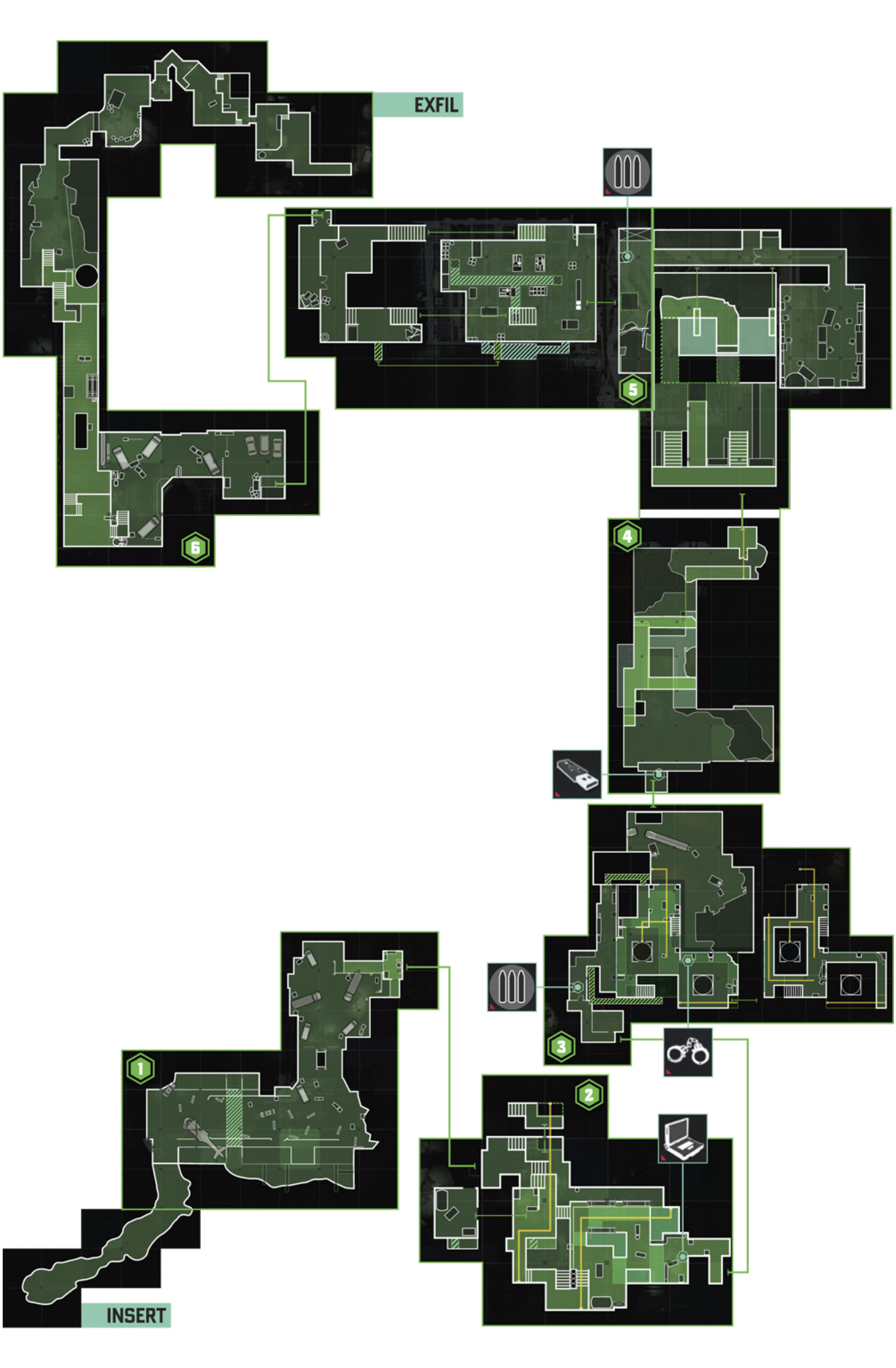
Mission 9: LNG Terminal (Sabine Pass, USA)

GHOST

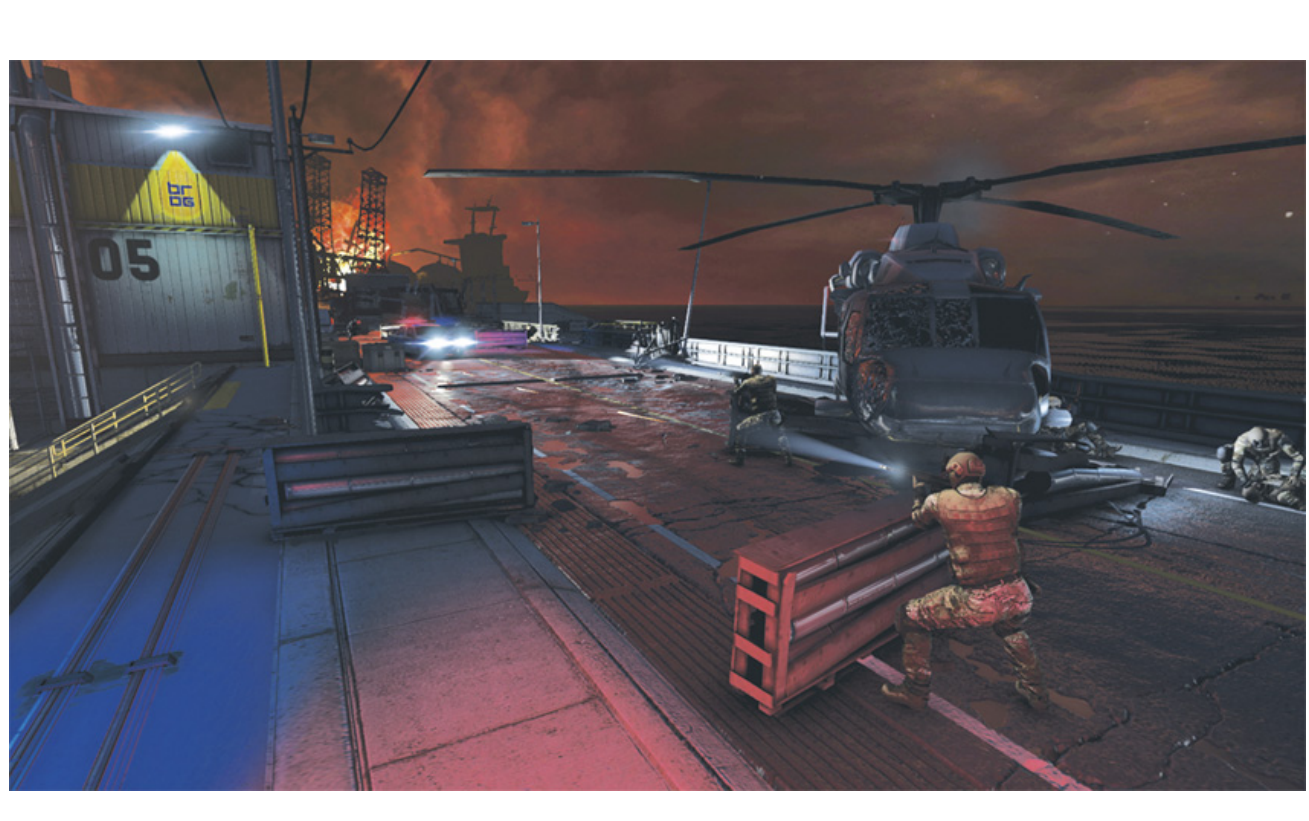
The LNG Terminal is well-suited for the Ghost playstyle. The confusing maze of flames and twisted steel is good for taking hostiles by surprise, and also offers a way to dispose of neutralized enemies by throwing them over railings and hiding them behind debris. As you advance through the wreckage, take care to avoid the Heavy Infantry soldiers. With the number of brutes that you will come across, you can quickly be overwhelmed, and the gadgets Ghosts carry are inefficient at incapacitating them. Despite this, ensure that you have Sleeping Gas and the Tri-Rotor equipped before stepping into the fray.

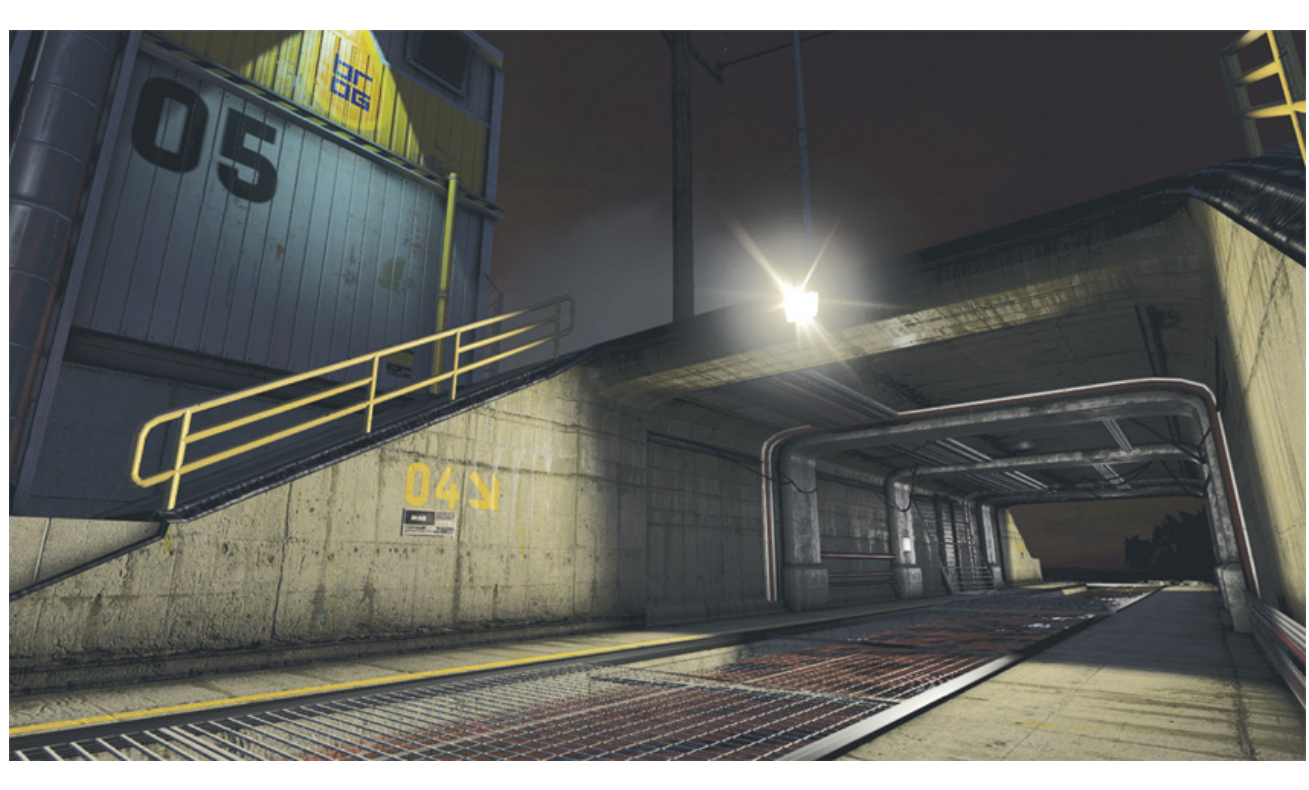
ASSAULT

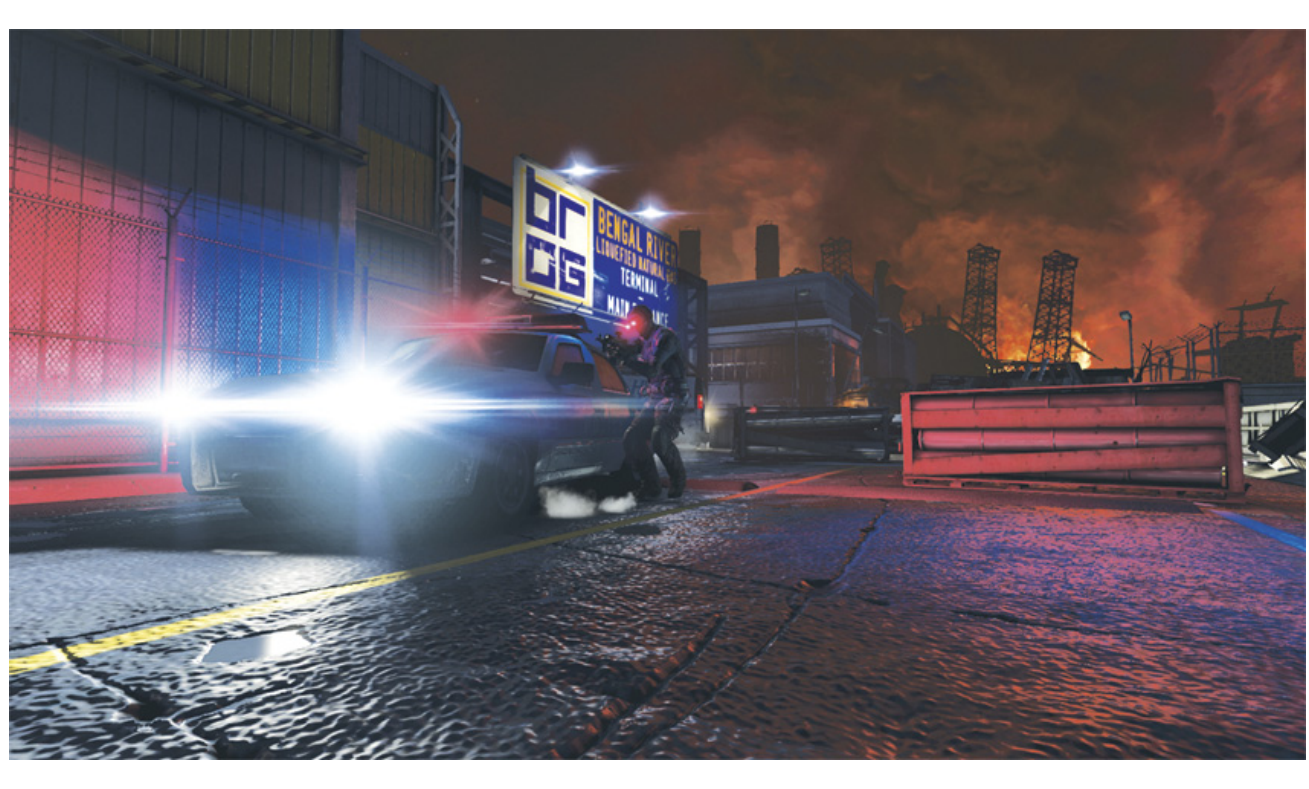
If you expect to survive a firefight in the flames and twisted steel of the refinery, you had best come prepared for the battle ahead. Aside from the low-level infantry that you have come to expect, you will also face a large number of Commandos, as well as multiple Heavy Infantry soldiers. Because of this, be sure to have both Frag Grenades and Incendiary Grenades equipped, as well as Armor Piercing rounds in both your primary and alternate weapons. Use the environment to your advantage; all of the areas you encounter have multiple levels, which allow for quick escapes over railings and below collapsed catwalks.

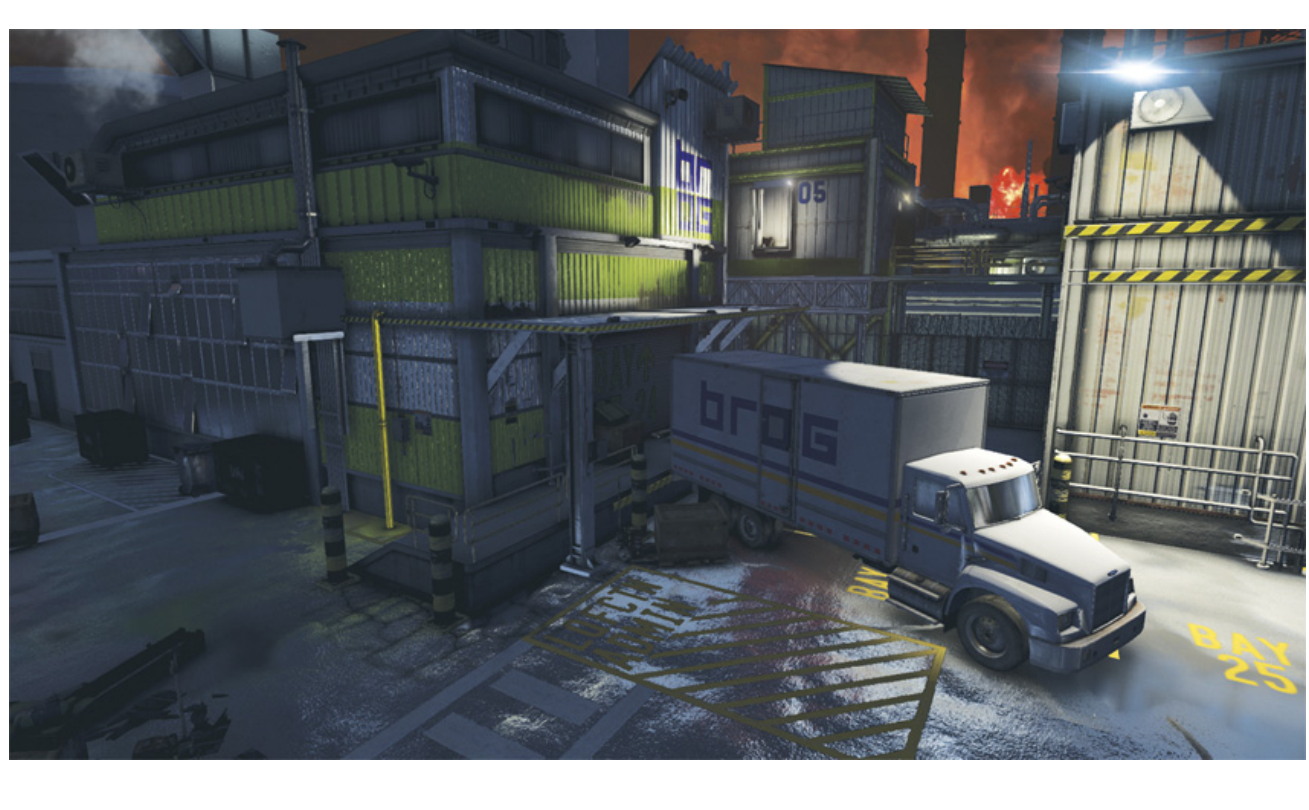


1: Refinery Entrance









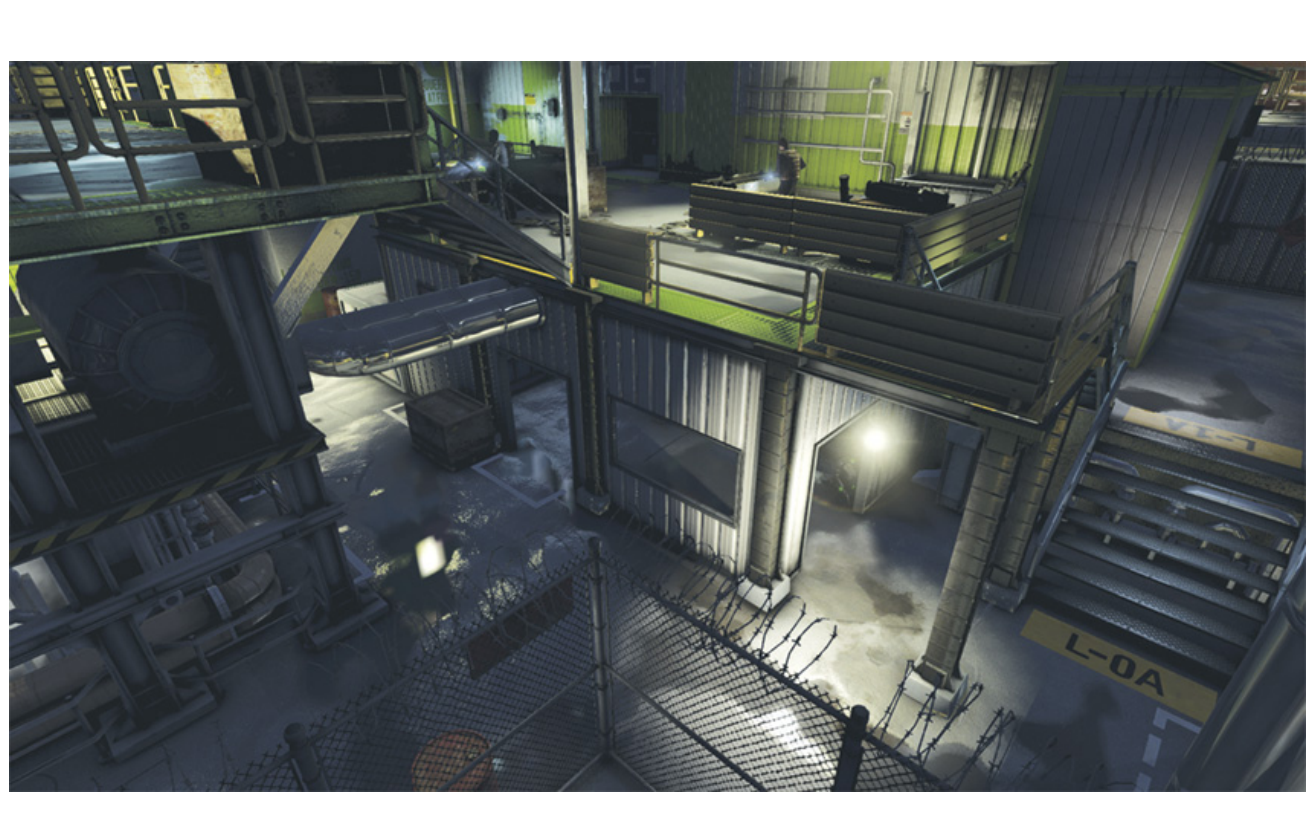
GHOST

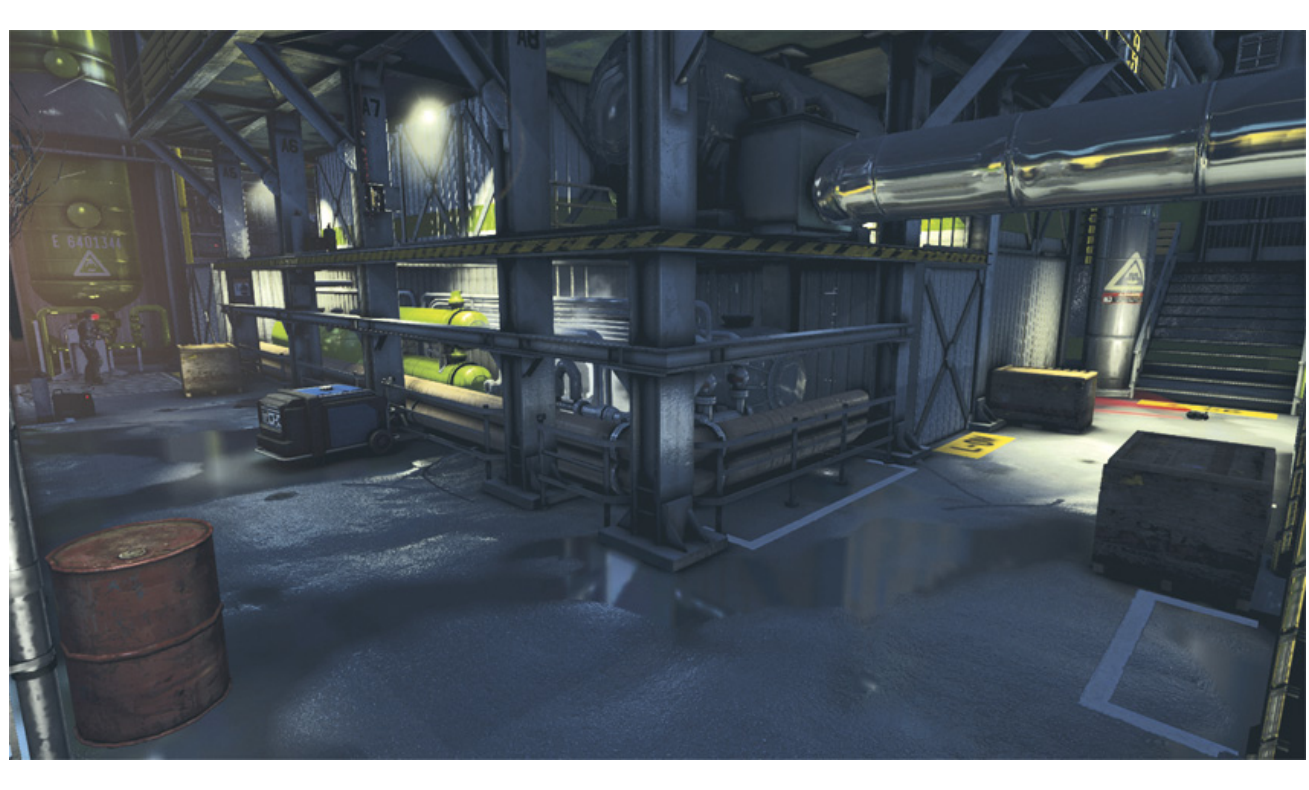
Circumventing the Engineers at the refinery entrance requires moving left past the helicopter and the police car at the start of the mission. This leads you to a chain-link fence down a slight slope from the road. Use this path to move toward the refinery (marked by a large "05"). Once at the refinery wall, move right to locate a pipe. Scale the pipe to grab hold of a ledge. Shimmy along the ledge to pass behind a fenced area near the entrance. Use the vehicles and crates near the entrance to bypass the Commandos that are engaging the Navy SEALs. Once you are past the entrance, locate a truck parked diagonally under an awning. Climb onto the truck to access the awning and then pass through an open window to the next area.

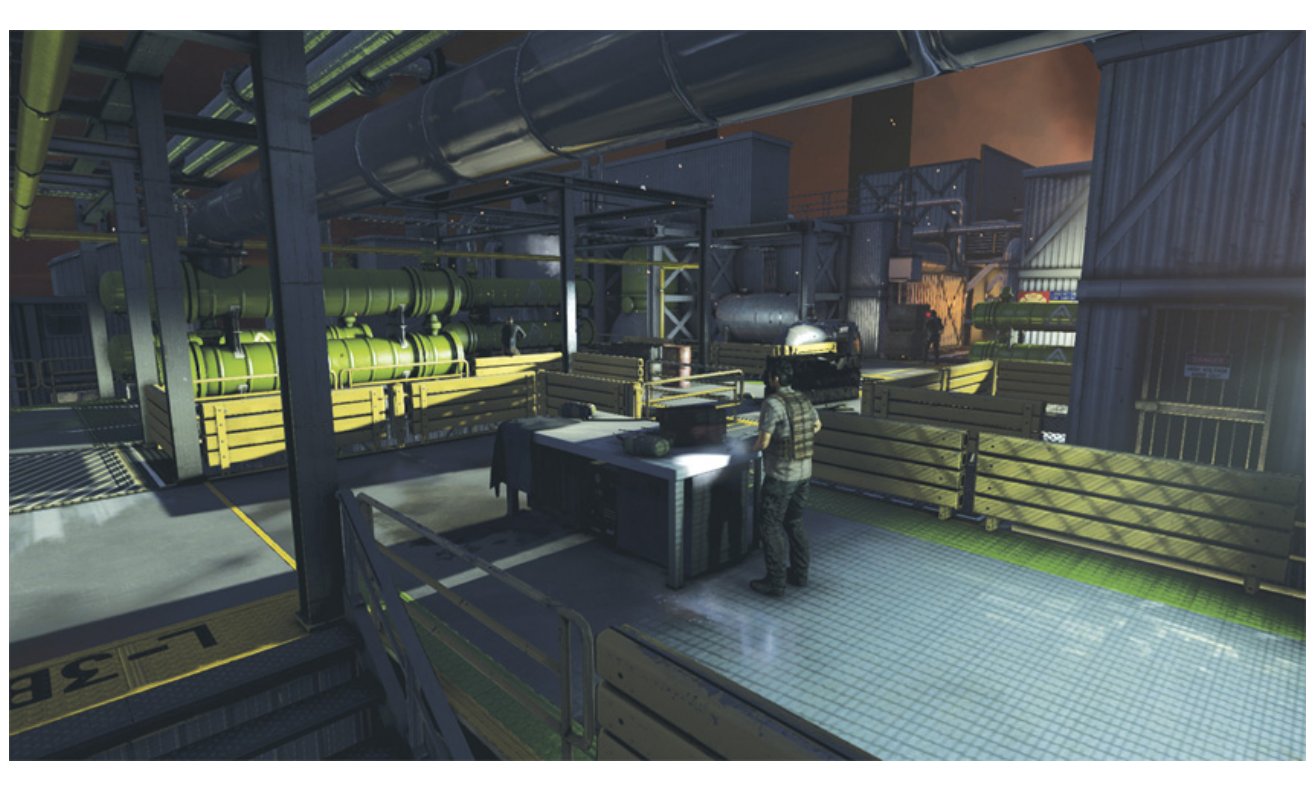
ASSAULT

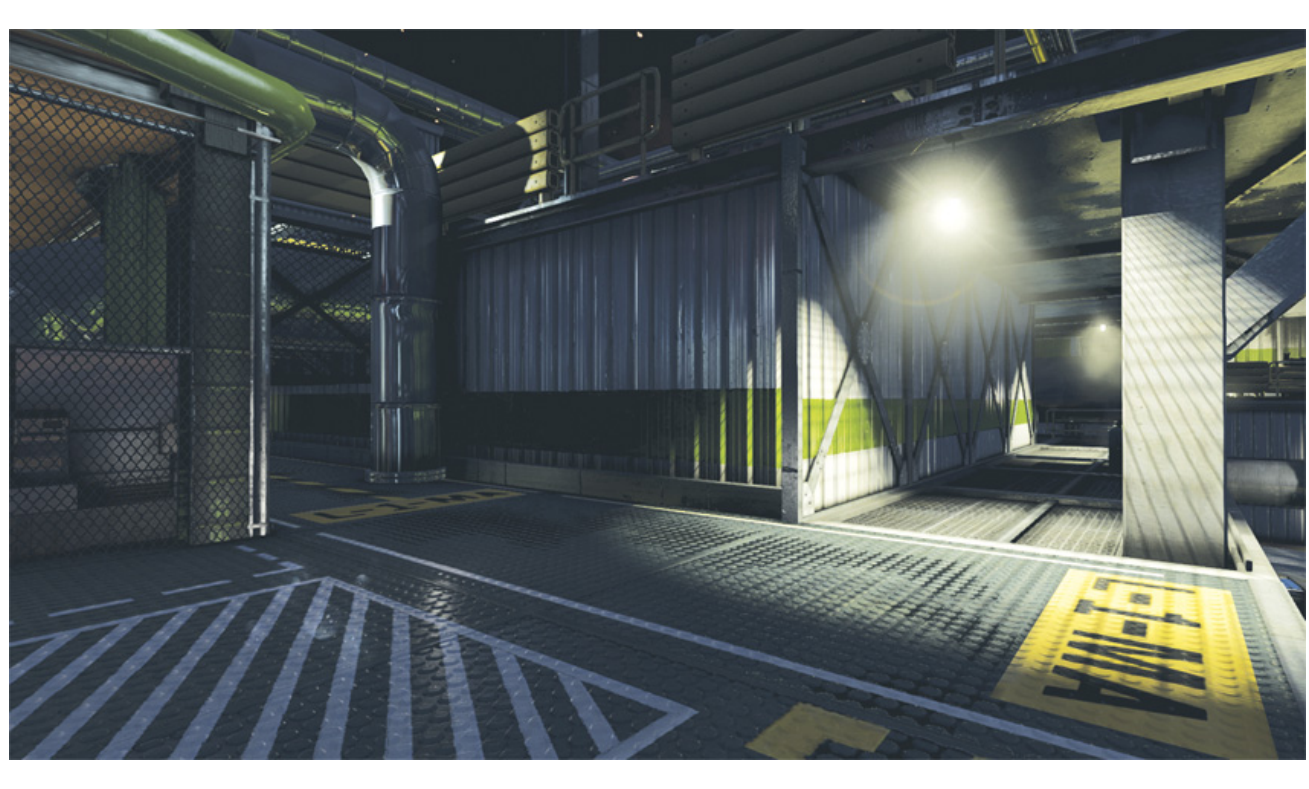
As you enter into the refinery, the Engineers are engaged in a firefight with the Navy SEALs. Both sides of the road where the opposing forces are engaged in combat are accessible by way of a service tunnel that runs beneath the road, just past where the SEAL team's helicopter has crashed. This tunnel makes for an excellent ambush point from which to lob grenades toward the Commandos. On either side of the Engineer forces, you should make use of the steel road guardrails for cover and to take the enemy by surprise. Spare your grenades and ammunition for the stronger enemies you will encounter within the refinery.

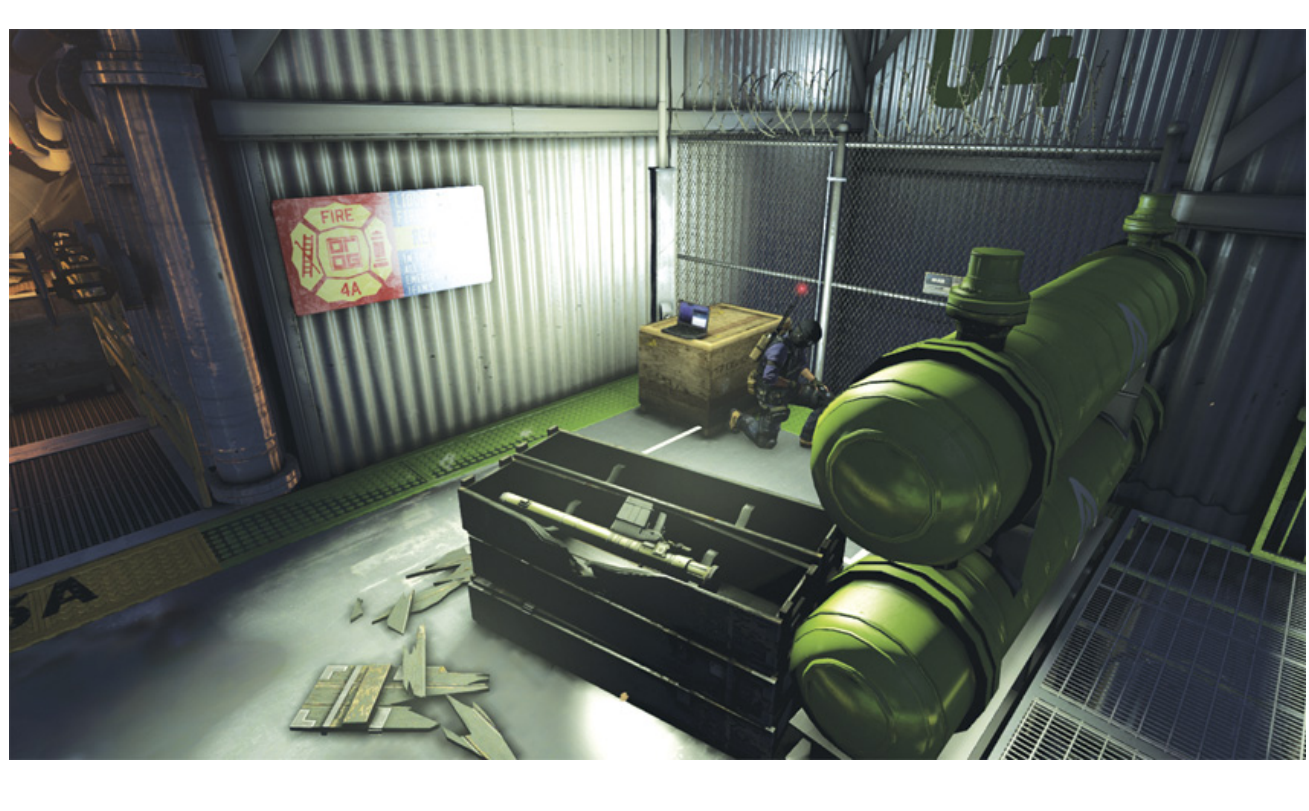
2: Refinery











GHOST

As you enter the refinery, proceed forward past the stairs and turn right, taking the first left to stay on the ground level. Take cover behind the generator on the right side of the path and use your Stun Gun to neutralize the Commando at the end of the path ahead of you. Proceed forward and climb the ledge to the right, waiting for the Drone to pass by. Once the Drone has passed you, climb up and pass beneath the fenced-in piping ahead of you. Once you have passed beneath the pipes, climb up to the railing above and throw a Sleeping Gas canister toward the area's exit, where the Drone Operator is positioned. As the Drone Operator succumbs to the Sleeping Gas, use your Stun Gun to neutralize the nearby Commando. With both threats incapacitated, climb over the railing and proceed toward the exit, which is engulfed in flames. As you approach the pathway, turn right to explore the alcove where the Drone Operator was positioned. You find the Blacklist Laptop here.

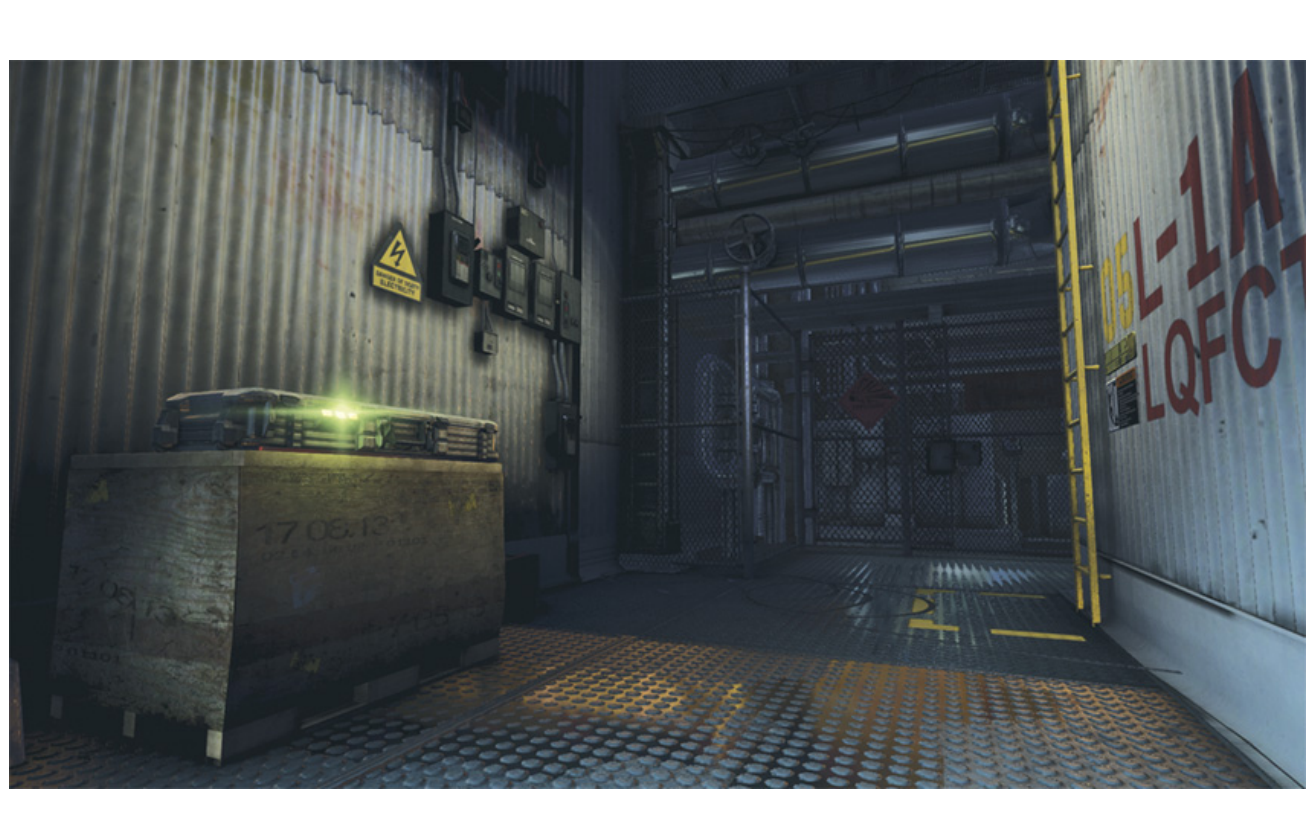
Blacklist Laptop

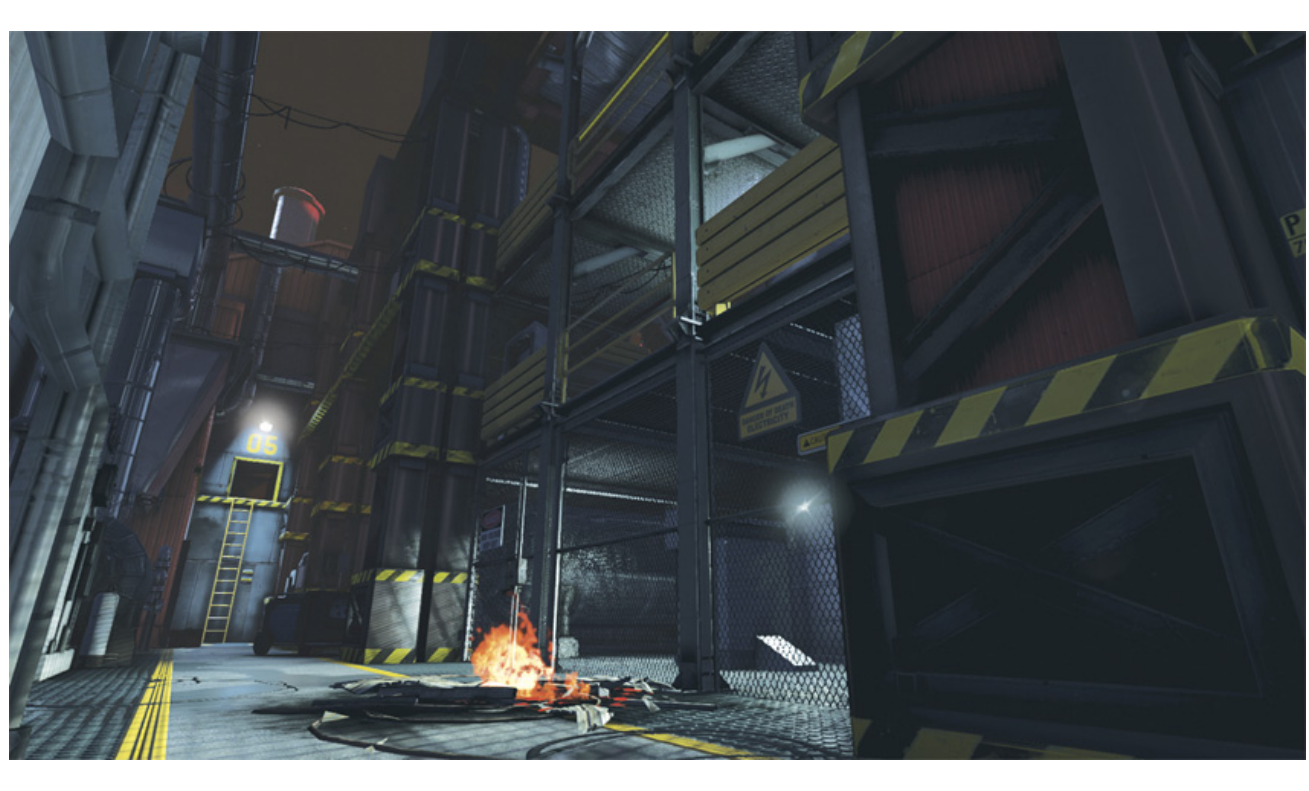
The Blacklist Laptop is near the area's exit. A nearby Drone Operator should be neutralized first to ensure that you aren't interrupted while hacking the device.

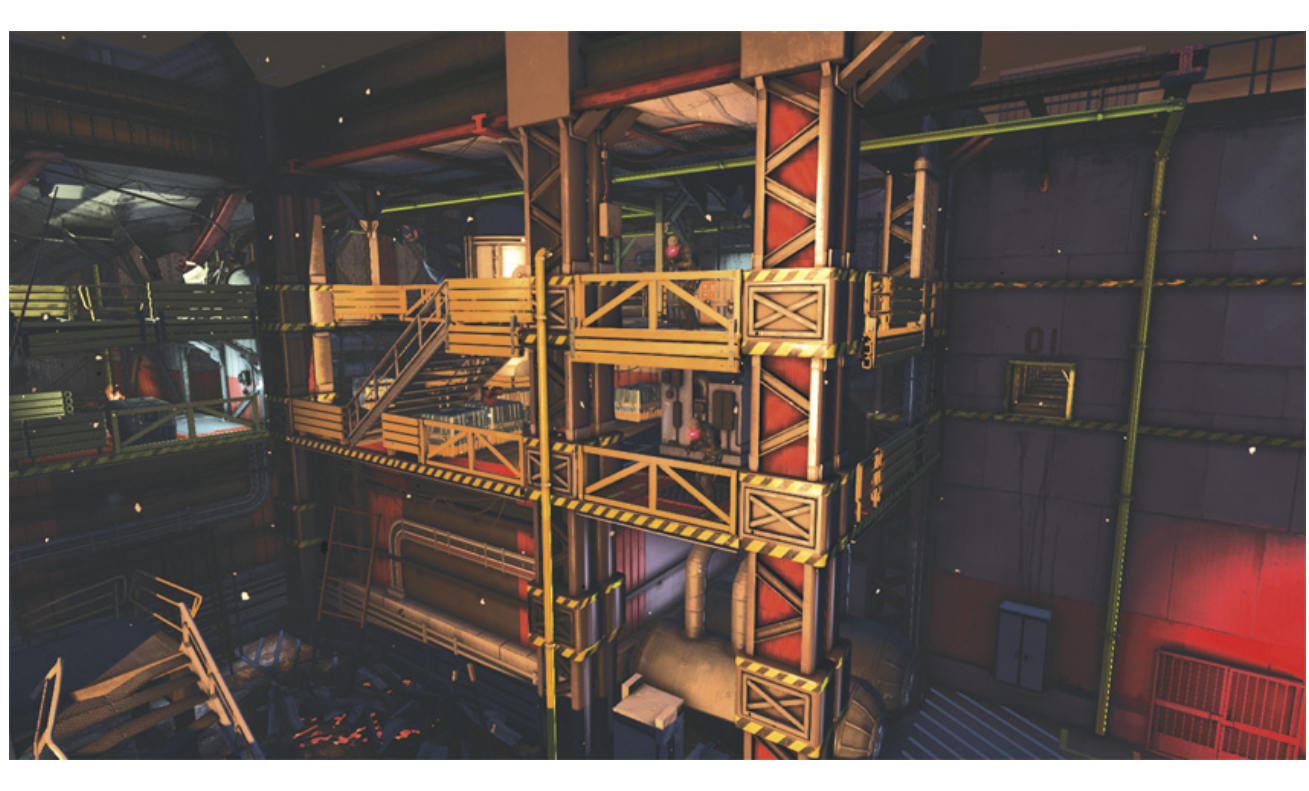
ASSAULT

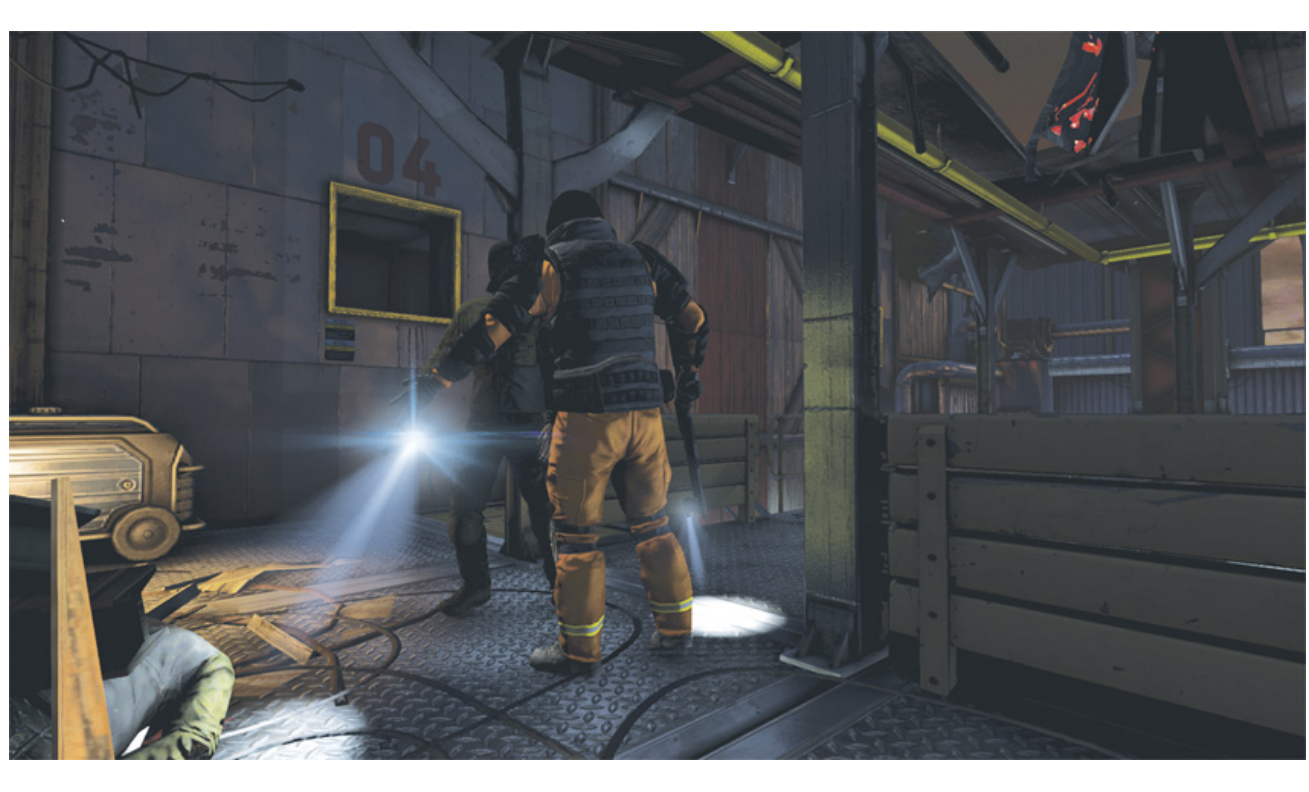
As you enter the refinery, climb the stairs to the left of the main path. From this elevated position, deploy the Tri-Rotor and navigate the device to the far corner of the area. The Drone Operator has taken position behind a row of pipes and will deploy Drones when you go loud. Use a Sticky Shocker to neutralize him, then recall the Tri-Rotor. With the Drone Operator out of commission, use your position and the cover it affords you to begin your assault on the enemy forces present here. It is best to have an ACOG Scope equipped on your weapon by this time, which grants a higher level of accuracy at range and increases your weapon's lethality. Beware of the Commandos that are present here, and more will be coming from the left side of the space, but they are nothing that a Sleeping Gas canister can't make quick work of.

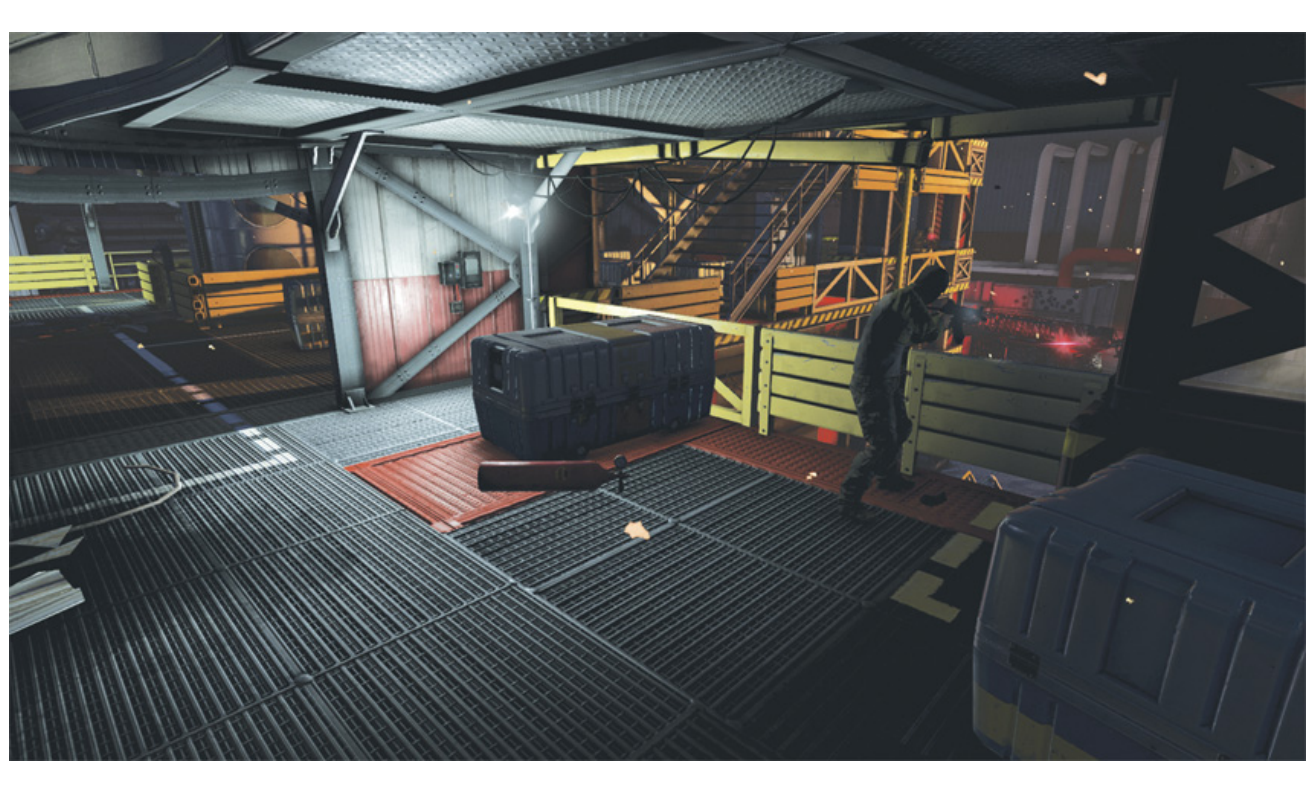
3: Refinery (First Responders)











GHOST

This portion of the mission requires you to neutralize all the Engineers that are present, and defend the first responders in the process. The refinery can be mazelike, with multiple floors and several sets of stairs. An efficient way of neutralizing hostiles while remaining unseen is to attract them to the railings and knock them out when they get close. After doing so, it is best to dispose of the bodies over the railings to ensure they are not awakened by their comrades. Because of this, begin your operation from the bottom floor, working your way up. The High Value Target is located within this area as well. Accessing him from the beginning of the area requires taking the first right and climbing up to the railing there. Attract the nearby hostile and neutralize him. Soon a Heavy Infantry soldier will walk through the area; when he does, attract him over and neutralize him in a similar fashion. With these two incapacitated, climb up and proceed down the path on the right, moving past the pillar. As you pass by a wall, the HVT is near the ledge to the left.

High Value Target

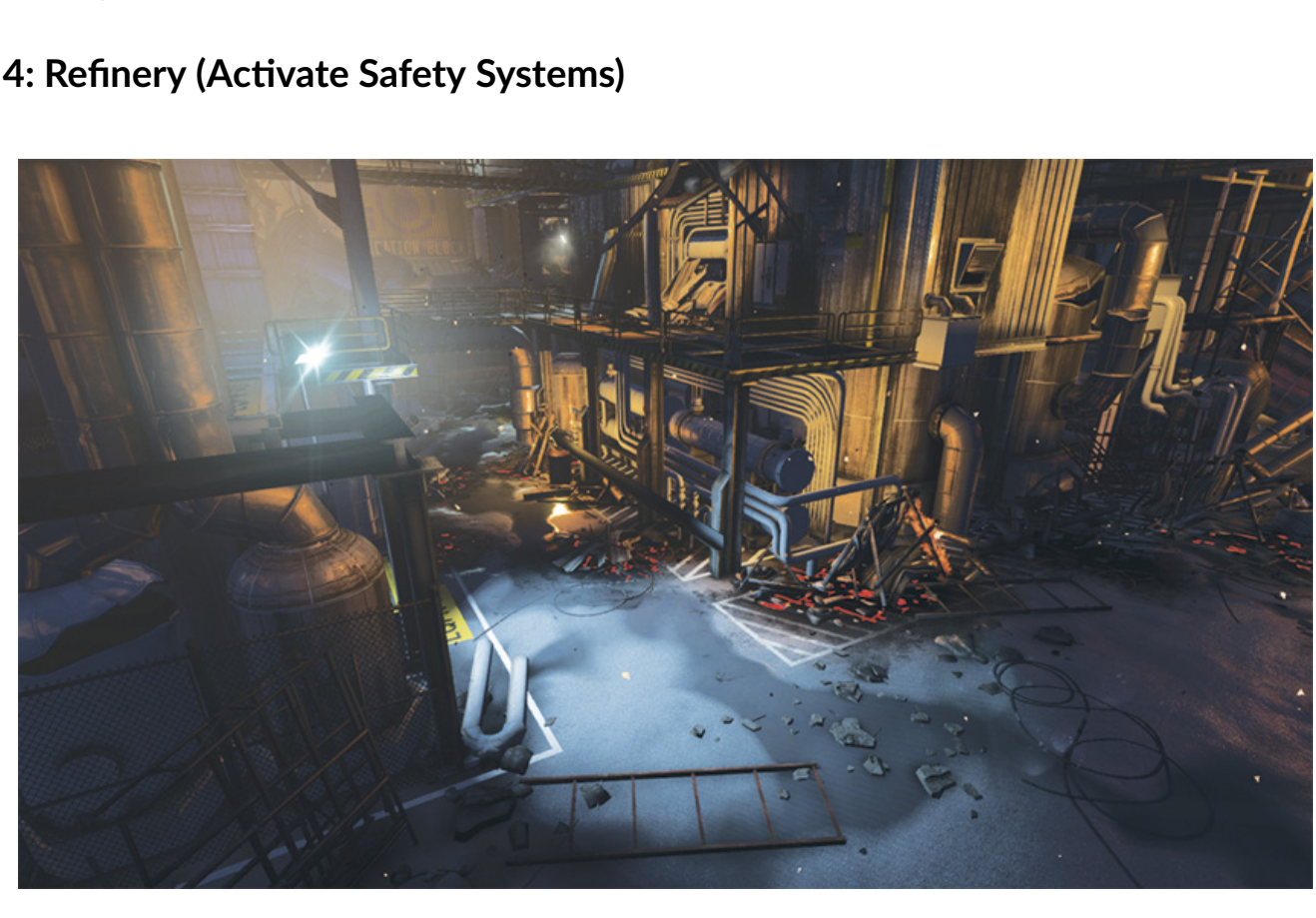
The High Value Target is within sight of a Commando, so make your capture swift and silent.

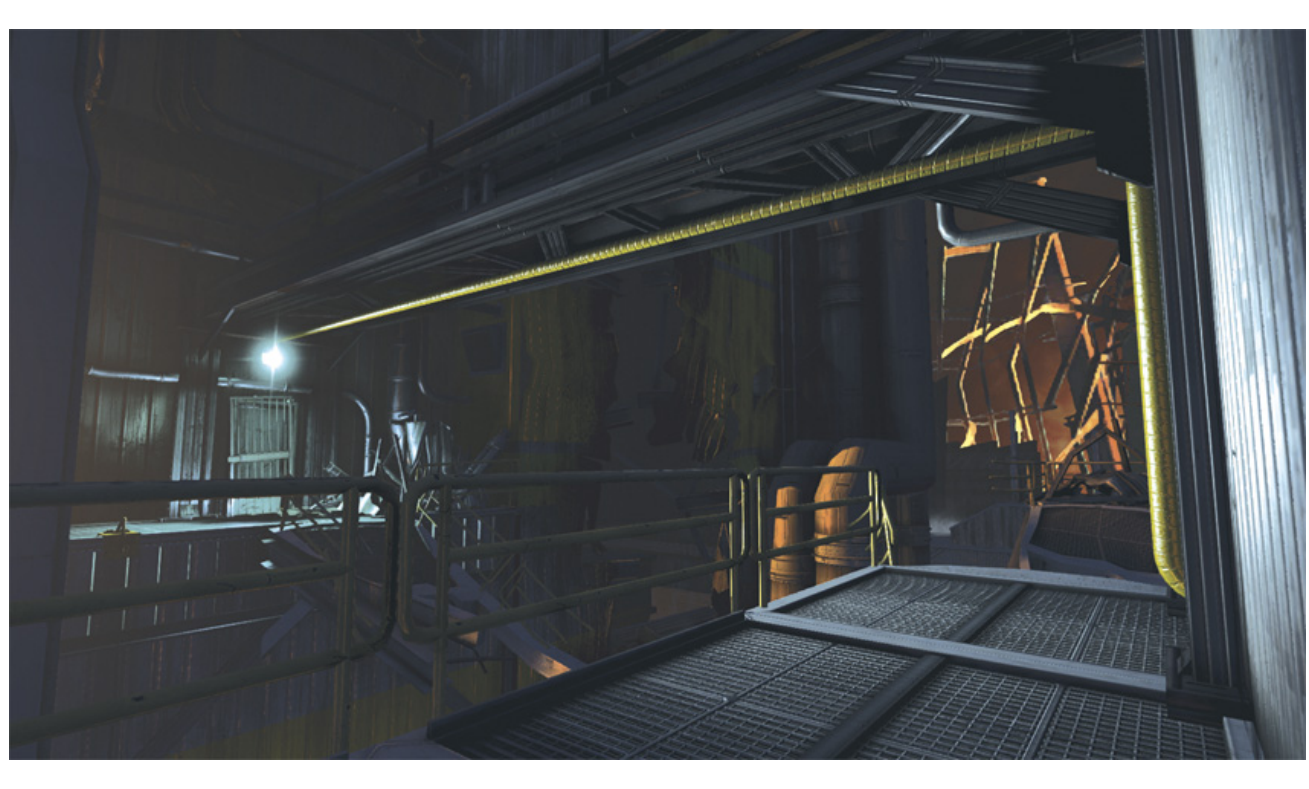
With the HVT captured, clear out the rest of the hostiles. Once you have taken out the last Engineer, drop down to the fire truck on the street below and speak to the Fire Chief to attain your next objective.

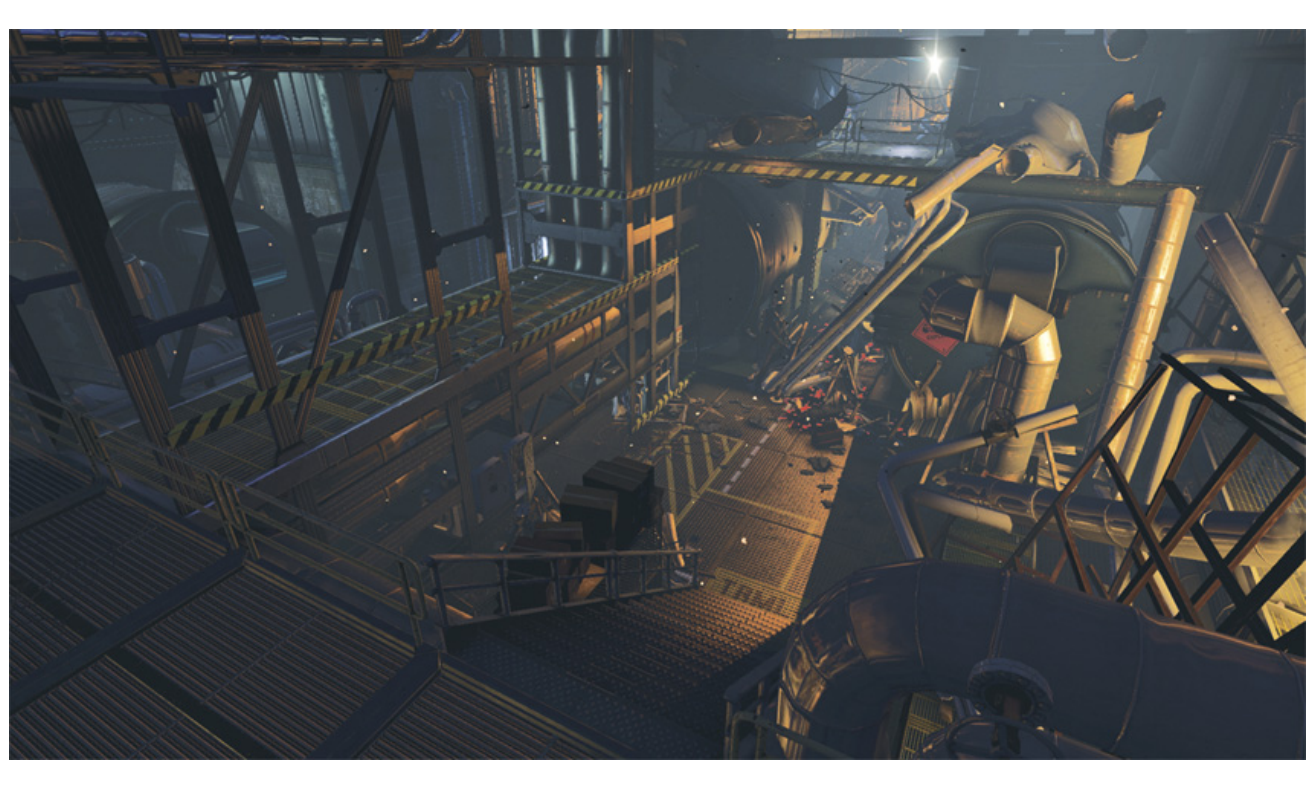
ASSAULT

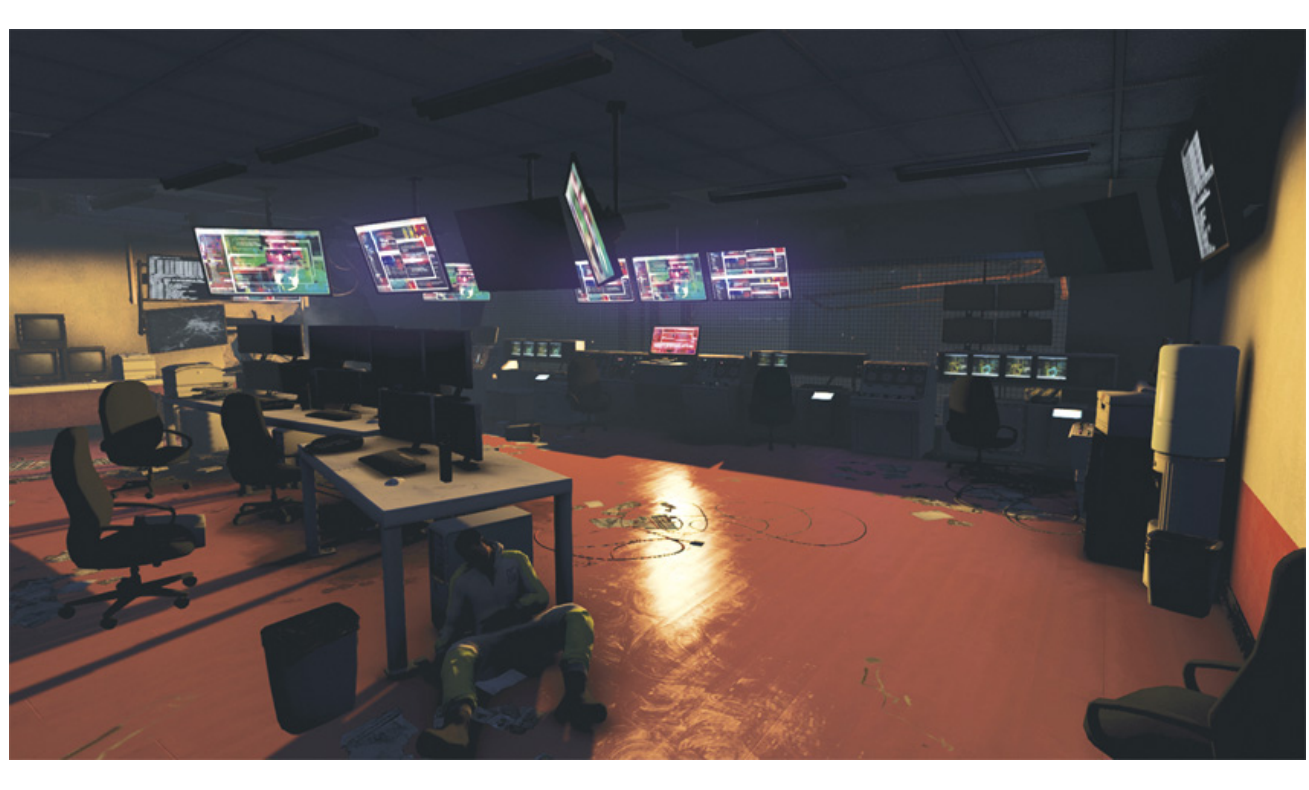
During your defense of the first responders, you will encounter a few Heavy Infantry soldiers. These brutes can be deadly if you allow them to encroach upon you, so it is best to keep them at bay. From the ground level, climb up to the railing of the second floor and use Incendiary Grenades to make quick work of these brutes. While you draw their comrades to you, gun them down with your pistol. The maze of stairs and twisted steel gives you the advantage here. Aside from being able to climb up to the railings, you can enter two ventilation shafts that flank the space. Duck in and out of them, taking headshots at the enemy as they frantically seek out your position. Ensure that you remain detected as you rain bullets upon your foes to maintain your Combat score.

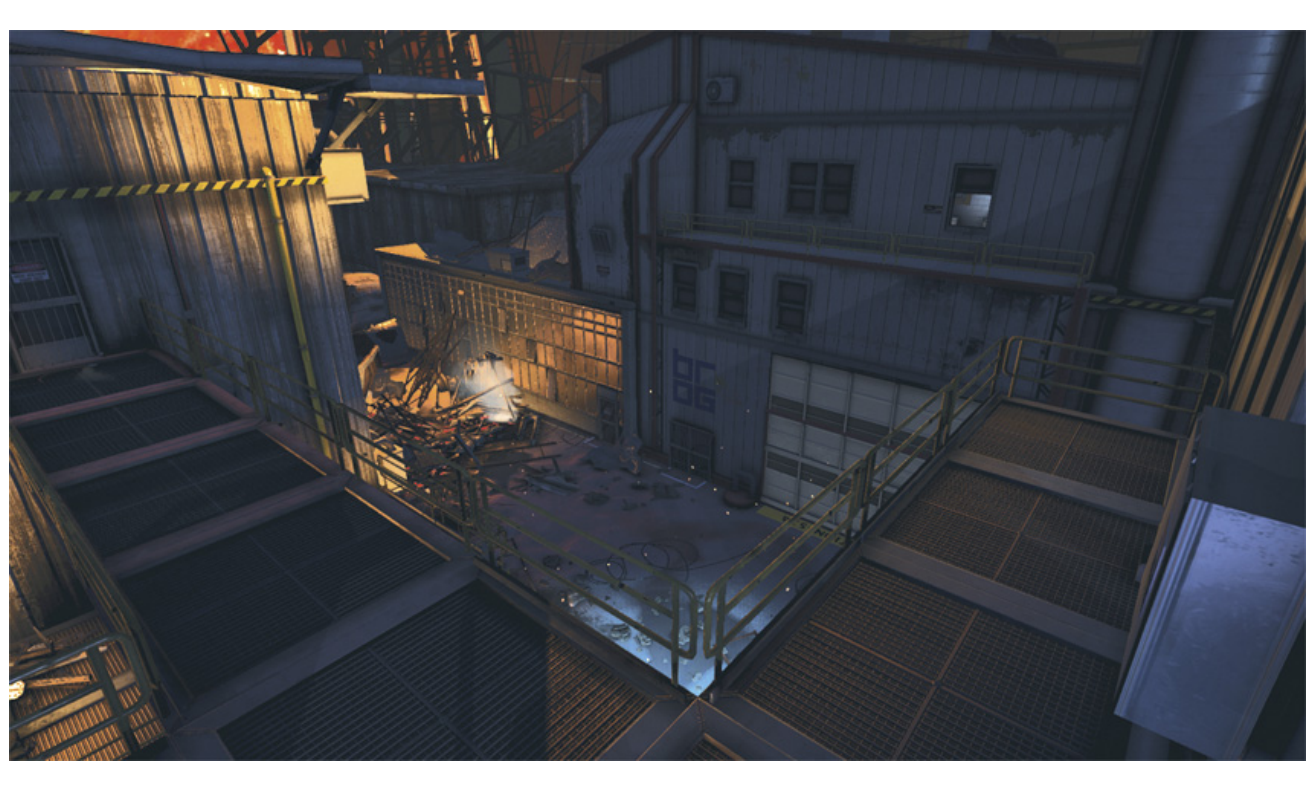
4: Refinery (Activate Safety Systems)











GHOST

Run straight along the path and turn right at the end and climb up to the railing above. Go straight past the flames and climb the pipe on the wall to the left. At the top of the pipe, shimmy along the handholds and drop down to the catwalk. Continue on the catwalk and turn left at the junction. At the dead end, climb over the railing and shimmy along the ledge toward the building across the way from the dead end. Once you're on the opposite side of the gap, climb up to the railing there and enter the open window to access a small office. Within it you will find the Dead Drop.

Dead Drop

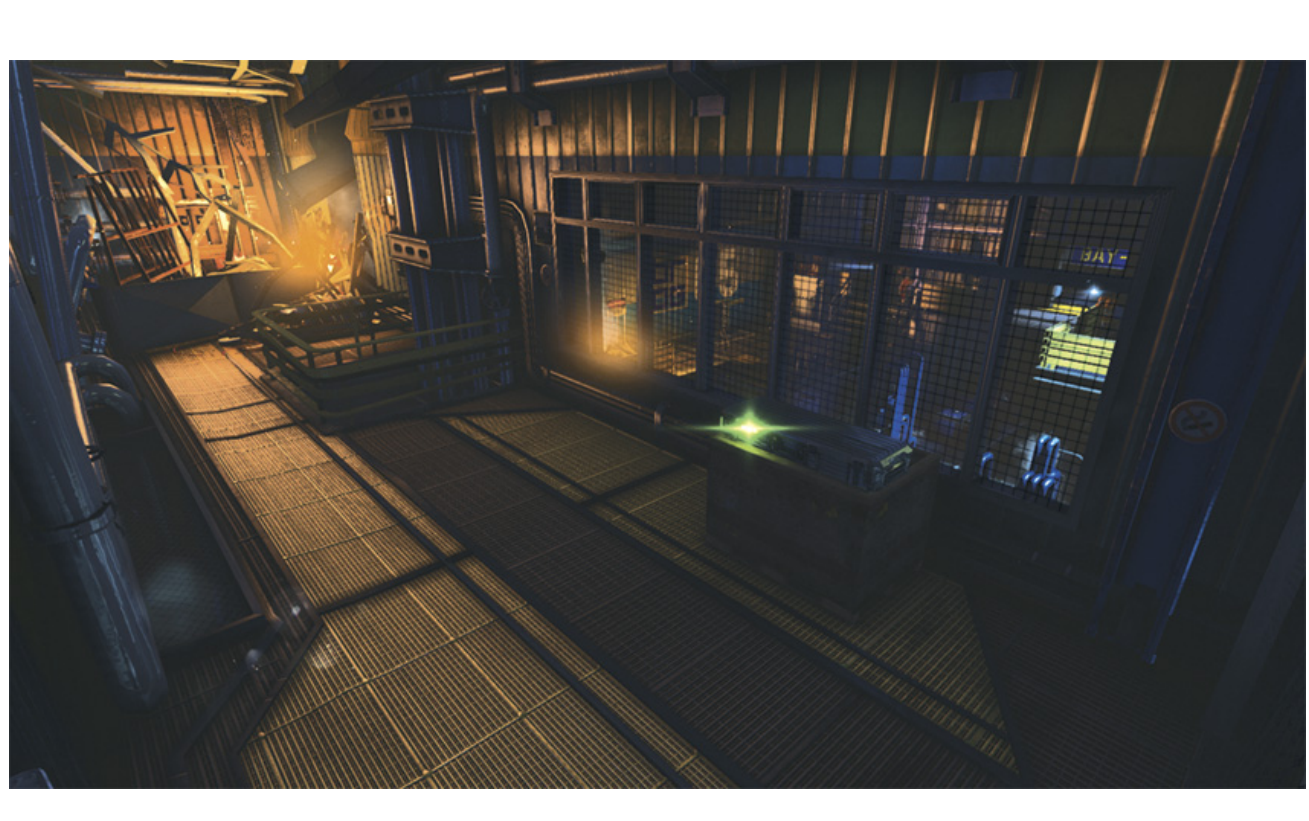
Locating the mission's Dead Drop requires stepping off the beaten path momentarily. On your way to activate the safety systems, head toward the open window across the chasm to locate a small office where the item is found.

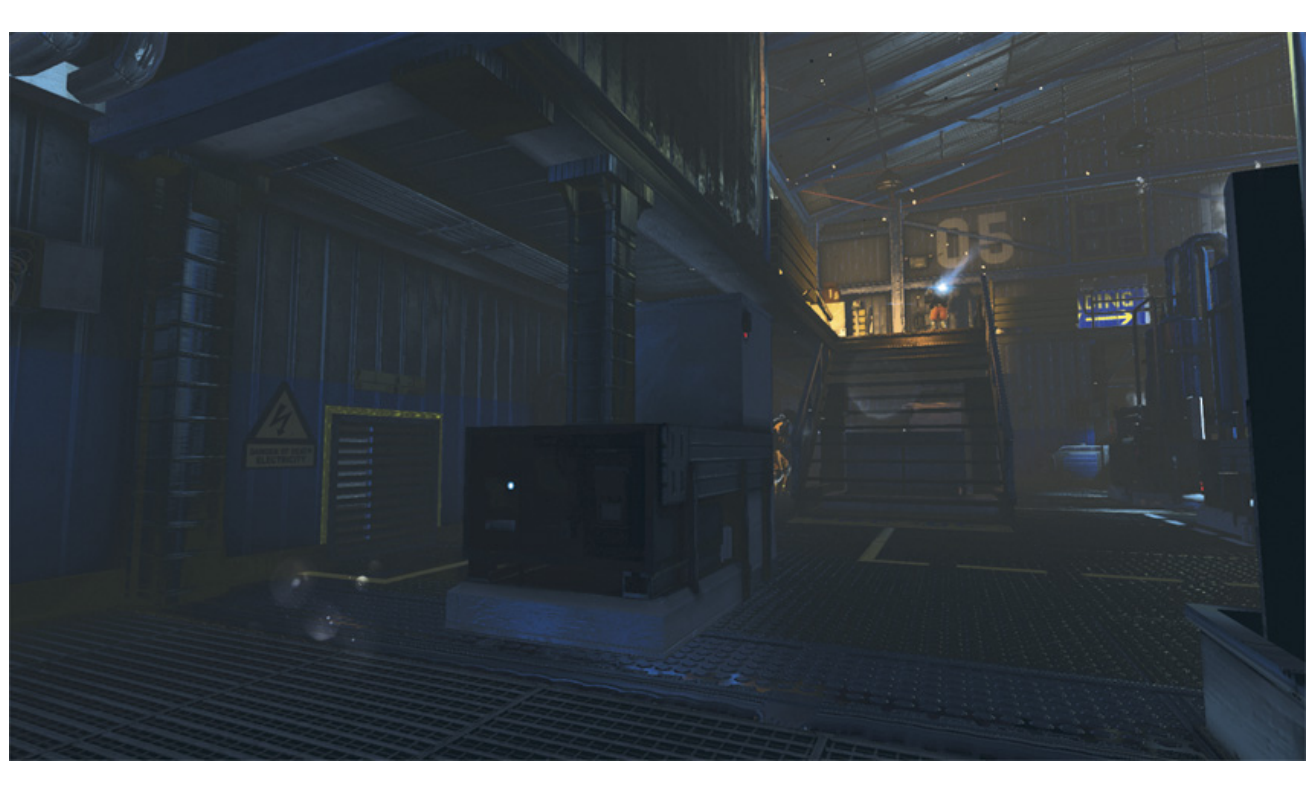
Return to the junction and proceed down the path, running through the flames at the bend in the catwalk. When you come to a portion of catwalk that has collapsed, drop from the broken railing and shimmy along the edge to cross the gap. Once across, follow the catwalk to a pipe. Climb onto the pipe and use it to shimmy across a chasm to a platform that has a Rappel line attached. Rappel down the wall and breach the shutters to access the refinery interior. Run down the stairs, turn left and pass under the low overhang, then turn right. Climb up the pipe at the end of the path and shimmy along the ledge, climbing over the railing at the end. Follow the path past the flaming debris, climbing to the left at the end of the path. Scale the scaffolding and follow the ledge until you arrive at a catwalk that passes over the flames below. Climb onto it and turn right, passing by a safety area. Continue down the path to access the terminal and disable the virus.

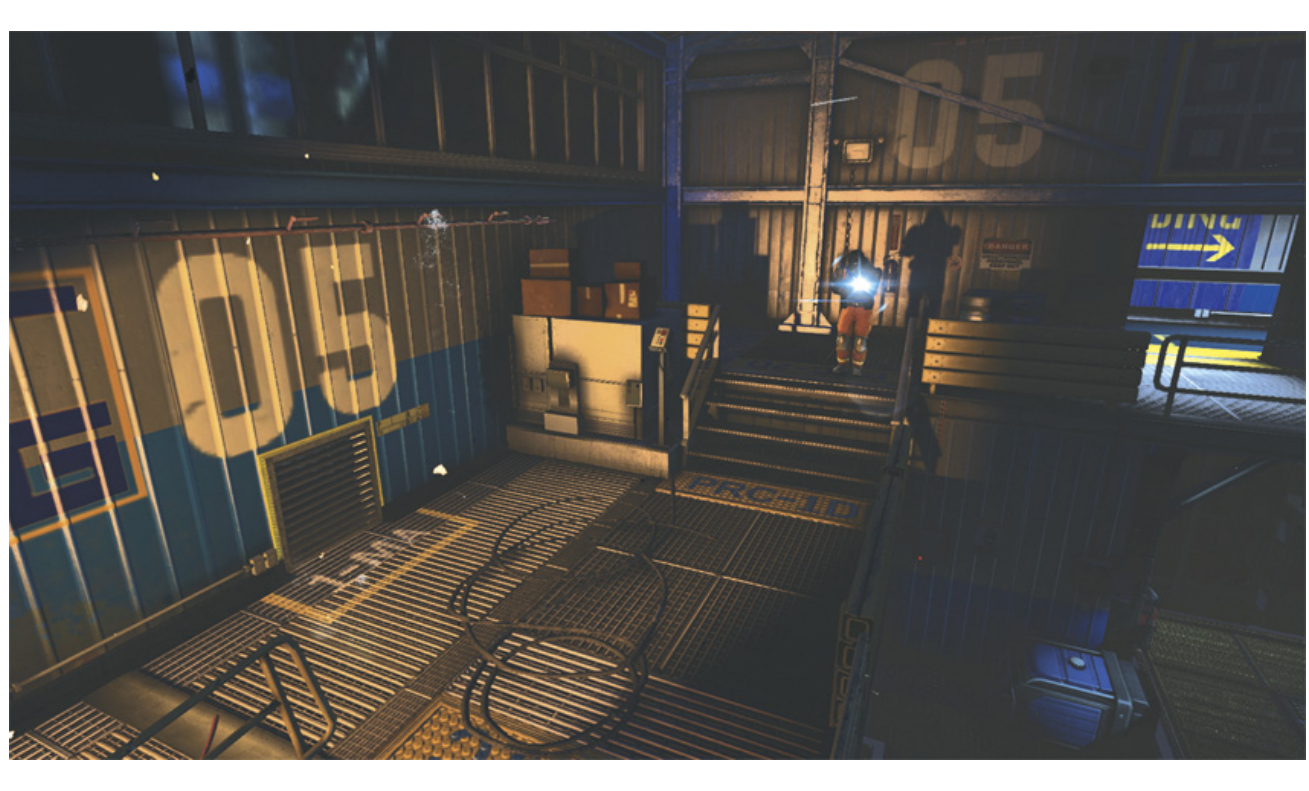
ASSAULT

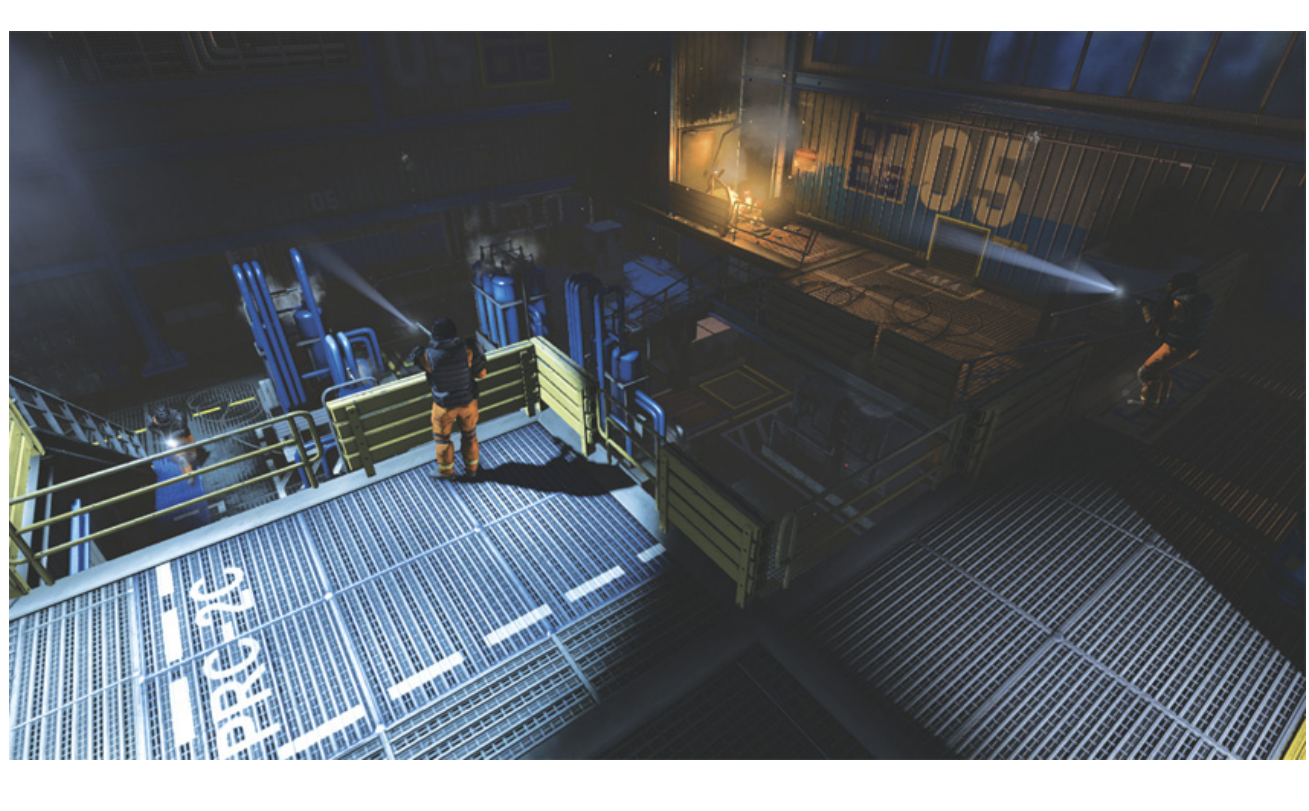
This objective does not feature any combat.

5: Refinery (Locate Engineer Leader)









GHOST

With the safety systems back online, backtrack to exit the control room and follow the newly opened path across the catwalk from the safety area. After passing through the doors, climb over the railing to the left and drop down to the floor below. After dropping down, head to the left and locate the vent on the wall. Enter the vent to pass behind a series of pipes. Before you exit the space, climb up to a ledge to access a vent that exits on the second floor, where two Heavy Infantry soldiers are patrolling. As you exit the vent, head up the stairs and take cover behind the barrels at the landing. Wait for one of the brutes to walk by you. When he does, stay low and creep by him, passing through the doorway to your left. Follow the path and soon you come to a Fast Rope leading to the next area.

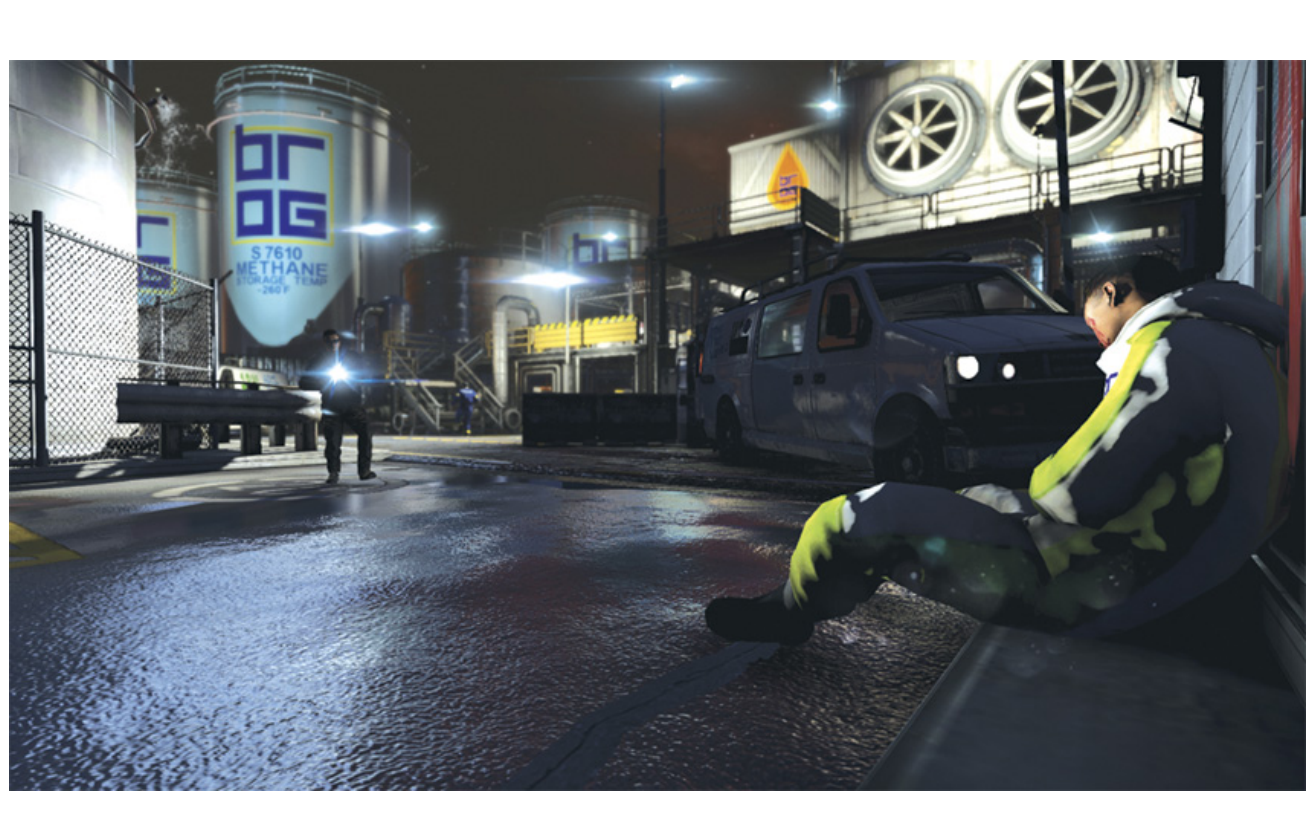
Note

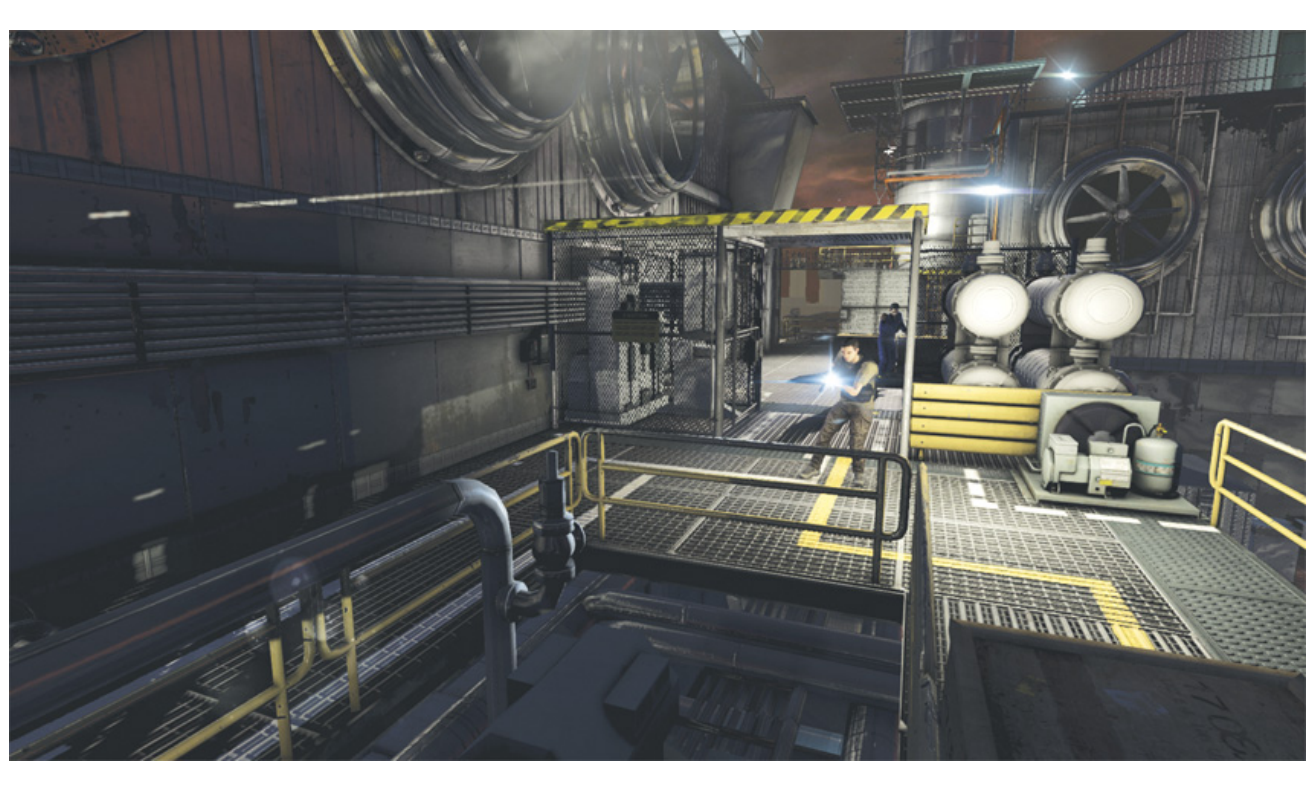
The next sequence requires you to chase down the Engineer Leader. You must be detected as you pursue him.

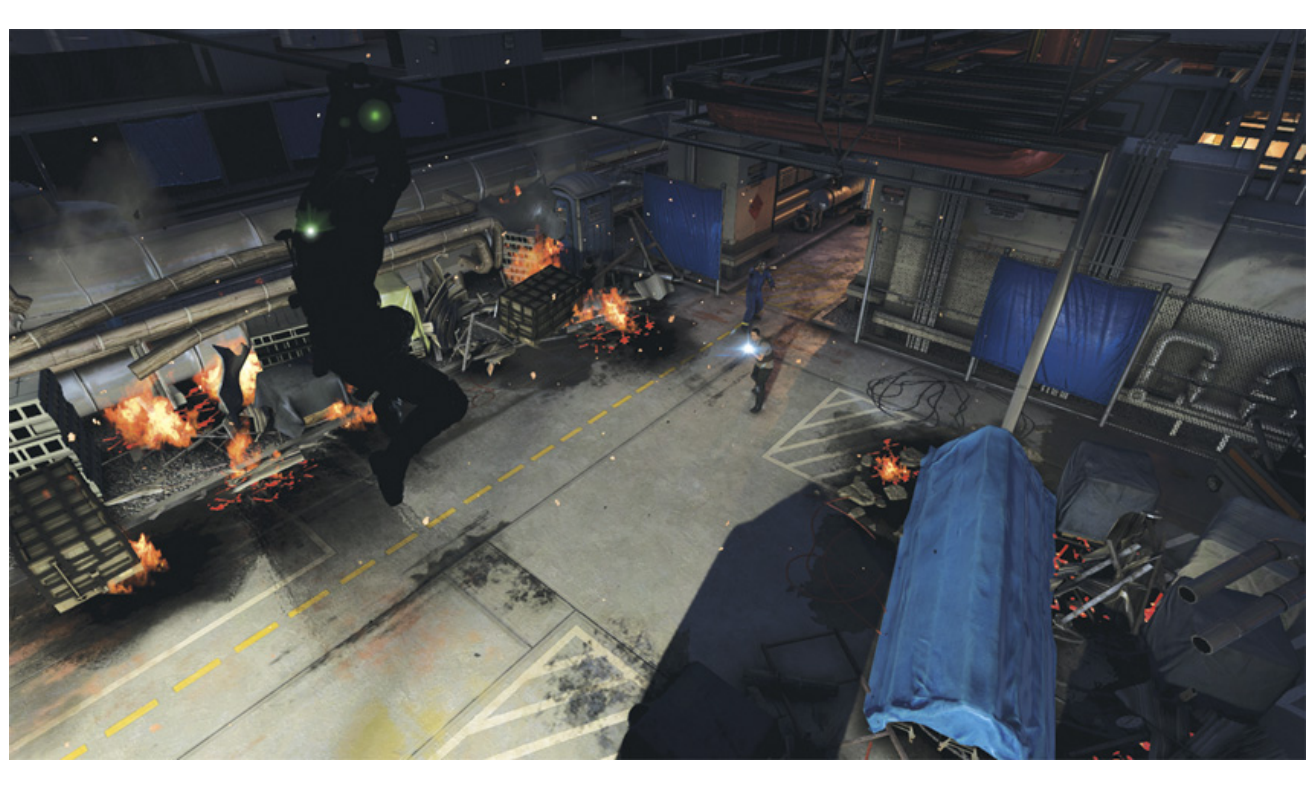
ASSAULT

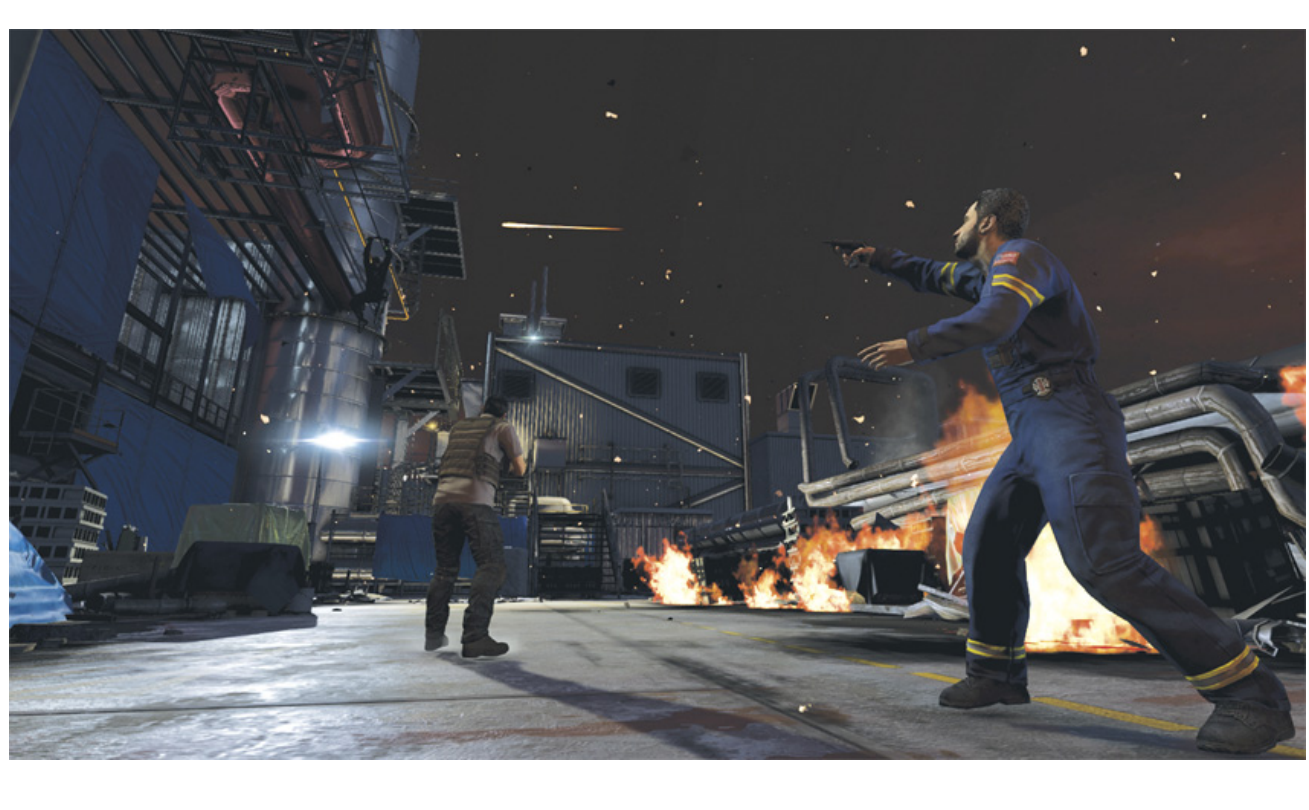
After disabling the virus and activating the safety systems, make your way across the catwalk past the safety area, and climb down from the ledge near the Supply Cache as you search for the Engineer Leader. After you drop down, you enter a small two-story space with four Heavy Infantry soldiers. Two of them remain on the balcony overlooking the space near the area's exit. From the start of the area, head left and pass through the vent on the wall. Within the crawl space, climb to the ledge and exit the vent there. This leads to the second level, where the two brutes are on patrol. Wait for them to get near each other during their patrol and lob an Incendiary Grenade toward them. As the flames engulf them, the two Heavy Infantry soldiers on the floor below will attack. Take cover behind the nearby railing where the two hostiles fell, and take headshots at the two remaining foes. Focus on one enemy at a time, as they approach from separate stairwells. When one falls before the other, you can escape to the floor opposite the position of the remaining brute. This affords you the opportunity to regroup before entering the fray again.

6: Refinery (Chase the Engineer Leader)









GHOST

To peform actions that will count toward a Ghost playstyle use Sleeping Gas canisters and non-lethal weapons (Stun Gun and Crossbow) during your chase of the Engineer Leader.

ASSAULT

During your pursuit of the Engineer Leader, you will not have much time to fire on the hostiles you come across. Because of this, equip your Stun Gun, which delivers a charge that results in a knockout. Whether it is a Combat or Stealth Knockout is dependent on the state of detection you are in. As you advance, be aware that the time it takes for a full detection (indicated by the "Detected" text turning red) can either leave you vulnerable to attack or result in the Engineer Leader escaping. Although difficult, it is not impossible to maintain a Combat score during this portion of the mission. Be advised, most of the time your actions will result in Stealth kills if you do not give adequate time to be detected.

Ghost/Assault Tactics

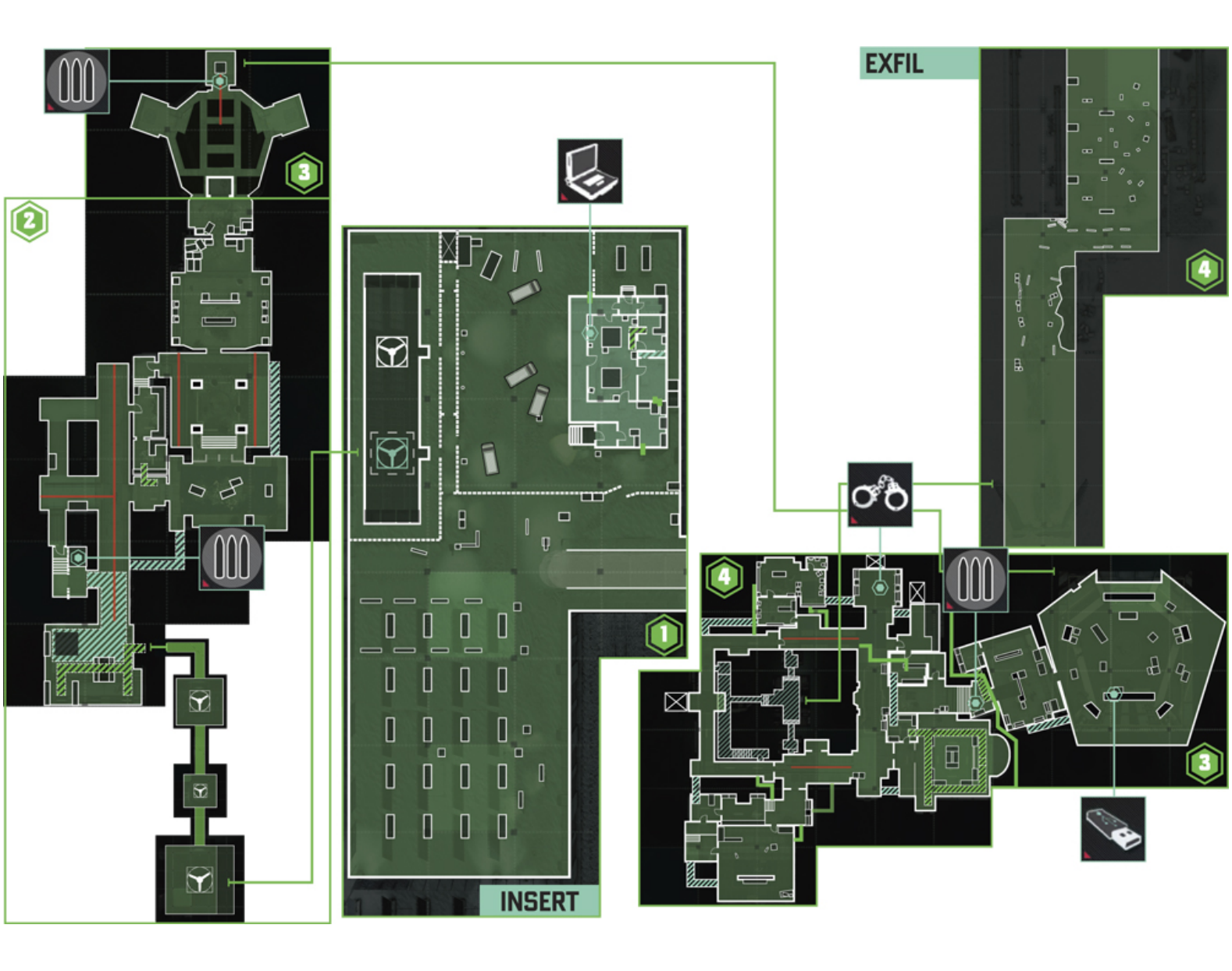
Mission 10: Site F (Denver, USA)

GHOST

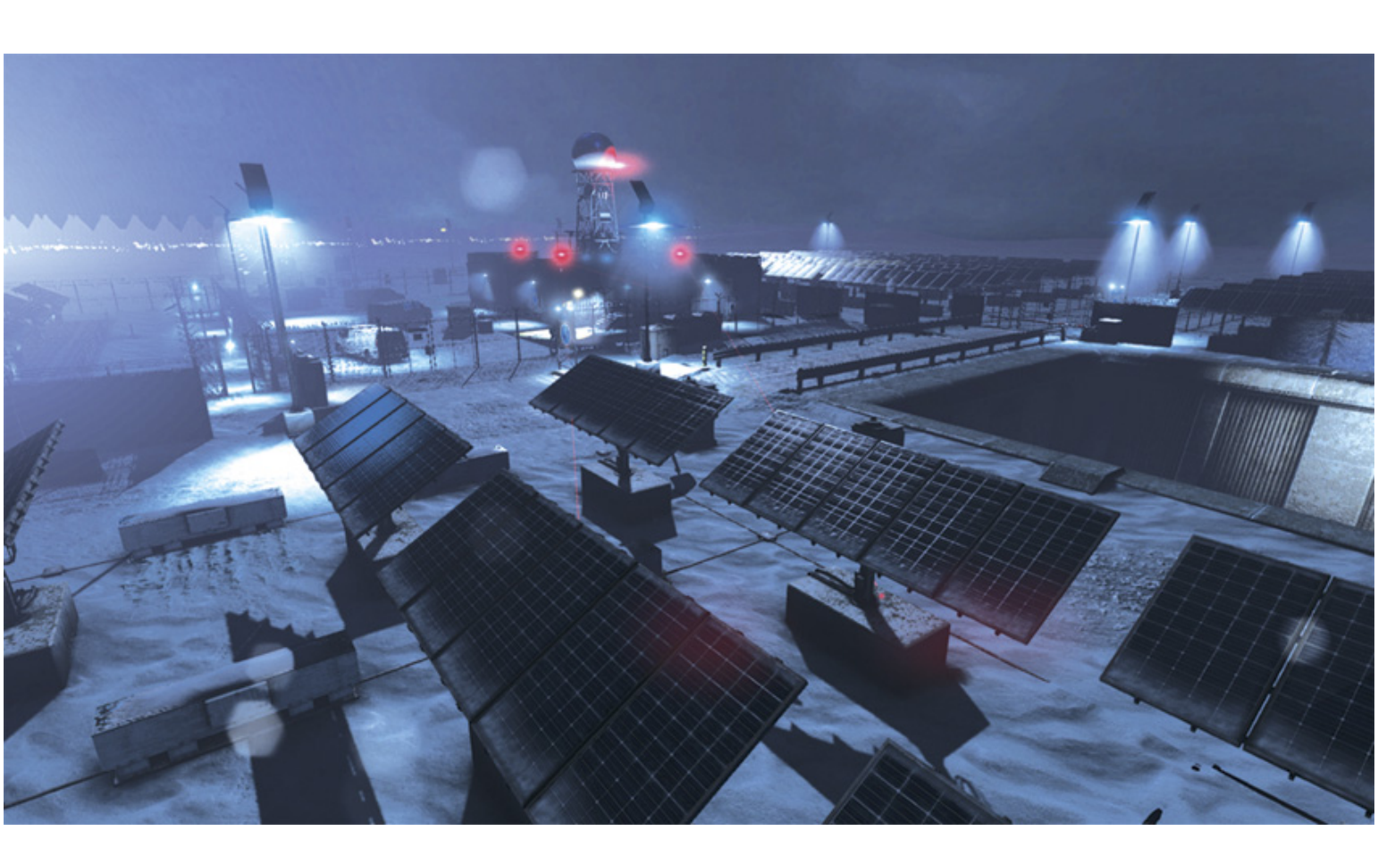
Infiltrating the Continuity of Government bunker is not difficult in itself, as the defenses present in and around the solar farm topside are easily circumvented. The difficulty for those attempting a full Ghost playthrough of this mission is the Commandos that are patrolling the interior of the facility. Along with these elite foes, you will come across Drones that will hinder your progress as well. One gadget that can counter both of these threats is the Sticky EMP. Aside from being able to disable the Drones, these little devices will disable the goggles of Commandos giving you time to bypass them. This is especially helpful when you encounter a squad of them in the atrium toward the end of the mission. When preparing your loadout, be sure to equip Sleeping Gas, Sticky EMPs, Sticky Cameras, and your tried-and-true Tri-Rotor. These four gadgets have been essential in your Ghost exploits during past missions and are definitely your greatest assets during this final offensive.

ASSAULT

As you engage in open combat during your infiltration of Site F, be sure that you are carrying both Frag Grenades and Incendiary Grenades. If you have not upgraded your Ops Suit yet, now is a good time. Expect heavy resistance once you are within the bunker, facing Commandos, Heavy Infantry soldiers, and Drone Operators simultaneously. This is a mission where you can quickly find yourself outnumbered and outgunned, so make preparations by outfitting yourself in Ops Suit upgrades that provide more alternate weapon magazines to ensure that you have sufficient rounds to get the job done.



1: Weather Station



GHOST

The mission begins in the solar panel field of Site F's weather station. Approaching the weather station is made difficult by the three snipers on the rooftop, as well as a Heavy Infantry soldier patrolling the area around the solar panels. Avoid entering the solar panel area and stay on the periphery of the panels as you advance toward the station, switching from cover to cover during your advance. When you reach the end of the solar panel area, proceed to the right to move along the road barrier toward the crossing guard on the far right side of the area. From here, cross over the barrier and advance toward the weather station, then slip through a gap in the chain-link fence and move right around the weather station. Climb up to the roof of the station and locate the ventilation shaft. Use the shaft to drop into an office. From the office, pass through the vent to the left of the door, which leads into a restroom. Take cover near the restroom door and wait for the Heavy Infantry soldier to move to the left side of the room. When he does, throw a Sleeping Gas canister into the center of the room. While the two guards succumb to the Sleeping Gas, stay low and perform a Stealth Knockout on the Heavy Infantry soldier. The Blacklist Laptop is located on the right side of the room.

Blacklist Laptop

Hacking the Blacklist Laptop without being detected requires clearing the room of hostiles first.

Now locate the control panel on the left side of the room to disable the vent fan. Once the fan is disabled, backtrack through the vents until you arrive at the roof once again. From the roof, climb down the ladder to the right of the ventilation shaft. Once on the ground, follow the fence line to locate a fenced path leading to the large fans across the yard from the weather station.

ASSAULT

Before you go loud during your approach of the weather station, locate the Heavy Infantry soldier that is patrolling the solar farm. Stay low and get close; aim for headshots to eliminate him quickly. This will grab the attention of the rooftop snipers, so move to cover fast and avoid stepping in front of their lasers. If you wait within the solar farm, expect guards to arrive shortly after you go loud. Before they show up, make your advance toward the right side of the weather station, using the gap in the fence line to gain entry. Once within the fence line, head behind the right side of the building and climb up to the roof. Use a well-placed grenade on the roof to eliminate the snipers perched on the far side. By this time, the two Heavy Infantry soldiers and guards will be returning toward the weather station to investigate the chaos. There is only one ladder leading up to the roof, which makes this position an easy fortification to hold. Stay low and peek over the sides of the rooftop to pick off the guards as they scramble about the yard below. Once you have dispatched the threats, step into the weather station and disable the vent fan to infiltrate the underground bunker.

2: Bunker

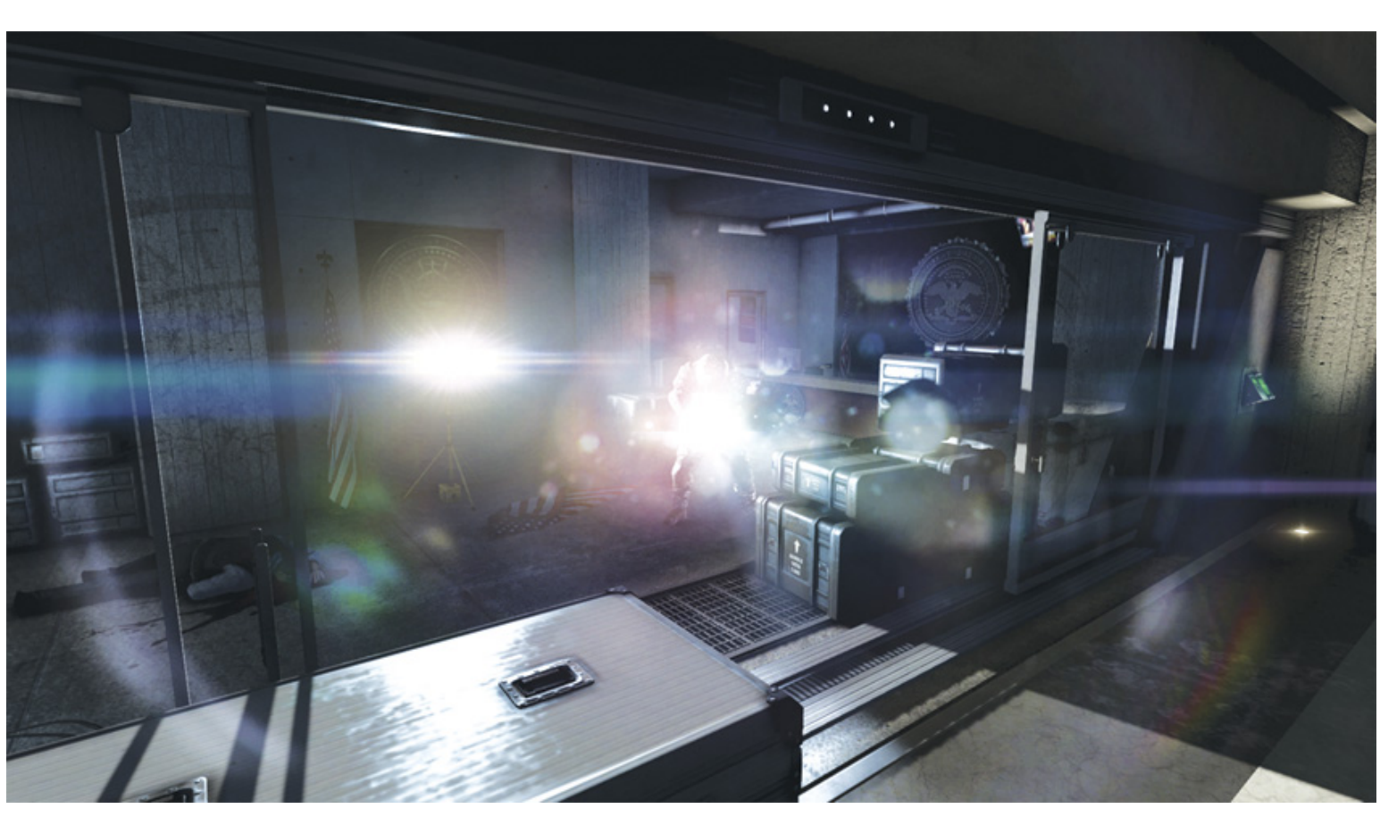
GHOST

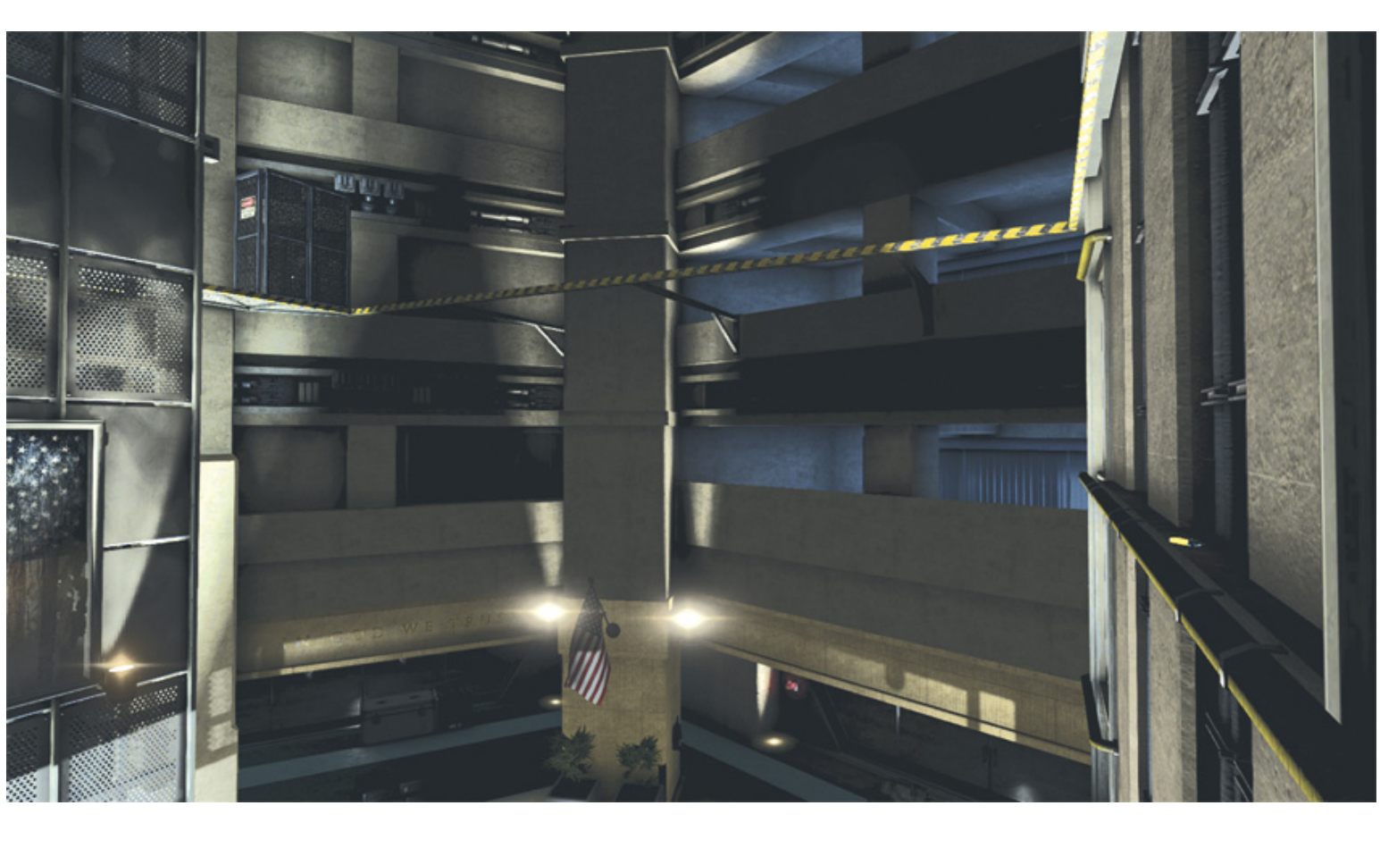
After navigating the laser grid within the ventilation system, you enter a small shaft that leads into the bunker. Inside the shaft, forego the exit directly ahead of you and follow the shaft to the right and drop down from the exit you find there. After dropping down, take cover and wait for the Commando to enter the room and speak with the guard. When he does, throw a Sleeping Gas canister to pacify both hostiles. Move past them and into the hall, entering the vent on the right side of the hallway. Follow the vent to its exit. After exiting, take cover against the wall on the right. To the right are two elevators and to their left is a vent. Use the debris nearby as cover to avoid the enemy patrolling the area. Proceed to the vent and enter it. Follow the vent to its end and take a moment prior to exiting to observe the movements of the guard patrolling outside. When it's clear, exit the vent and pass through the open glass doors to your right. Pass by the desk and dividing wall as you proceed toward the back of the room. As you approach the destroyed path, you discover a Commando will emerge from the nearby elevator. Take cover near the handcarts, lure the enemy to your position, and perform a Stealth Knockout when he is within range. Climb over one of the ledges that flank the elevator and use the handholds to climb up to the catwalks overlooking the atrium area.

ASSAULT

After navigating the laser grids, take advantage of the position of the vent system to perform an Aerial Knock Out on the guard standing below the vent. In the hallway outside of the small control room is a patrolling Commando. Advance into the hallway and find cover. From behind cover, lure the Commando toward you. Once he is within range, take him as a human shield. Now that you have your hostage, get the attention of the other guard patrolling the halls, and go loud when he detects you. Retreat back to the control room and eliminate reinforcements as they arrive. Expect heavy resistance here, as Commandos will begin arriving and using Smoke Grenades to obscure your vision. A few well-placed Frag Grenades down the hallway should even the odds a bit. Take your time and wait for hostiles to approach you, as you can quickly waste your ammunition by firing down the hallway during this firefight.

3: Atrium





GHOST

From the catwalks overlooking the atrium, locate the Rappel hooks on the far side of either catwalk. As you advance toward them, look down to observe four Commandos entering the space below you. Throw a Sleeping Gas canister down to them to neutralize these threats early. Use the Rappel hook to drop down to a lower level. Follow the catwalk to come to a shaft that is monitored by lasers. On the beam that spans across the center of the shaft there is a network port to hack. Shimmy along the ledges to access the network port. On the opposite side of the shaft from the network port, you find a ladder that leads down to a lower platform where a Rappel hook is located. Before rappeling down, shimmy to the opposite side of the span and climb onto the catwalk you find there. The far edges of the catwalk overlook the atrium below. Attached to the catwalk are beams that span the atrium and reach to the elevator shaft. Drop off the edge of the catwalk and shimmy along the beams to access the mission's Dead Drop.

Dead Drop

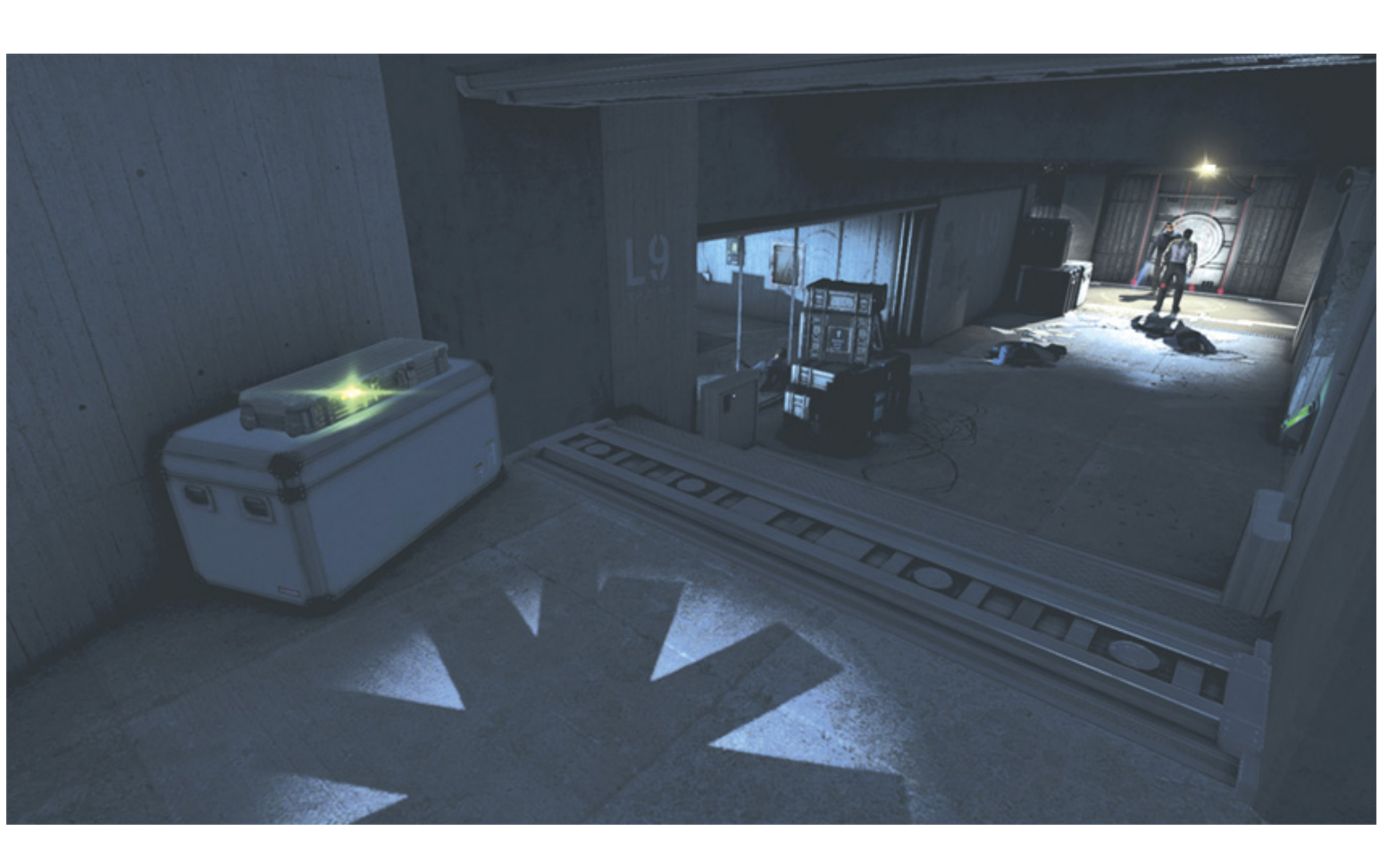
The Dead Drop for the mission is located high above the atrium on a ledge attached to the elevator shaft.

Head back to the Rappel hook and use it to rappel down to the atrium, which is swarming with Commandos. Now move clockwise around the room. Bypass the security camera and enter the vent just beyond the device. After exiting the vent, stay to the left and follow the wall to locate a supply closet. Enter the closet and pass through the vent inside to access the War Room.

ASSAULT

As you climb onto the catwalks overlooking the atrium, look down and wait for the four Commandos to congregate below. When they do, throw a Frag Grenade down among them. The resulting explosion efficiently eliminates the threats. Continue your descent to the atrium below. As you arrive at the Rappel hook that reaches to the atrium, the area is swarmed by Commandos and Heavy Infantry soldiers—perfect fodder for Incendiary Grenades. Before rappeling down, use the catwalk overlooking the atrium to throw one of your Incendiary Grenades to the ground floor to eliminate the two Heavy Infantry soldiers and any Commandos caught within the blast radius. With the Heavy Infantry eliminated, throw a Sleeping Gas canister to eliminate any Commandos that are still alive after the blast.

4: War Room



Ghost

You must infect three computers with Charlie's virus. It is best to infect all three with minimal backtracking to reduce the chance of being detected while you are doing it. From the beginning of the area, go after Terminal B first, which is located in the Intel Room.

Terminal B

After dropping down from the vent, move forward and enter the security room on the right side of the hallway. In the corner across from the doorway, you will find a hatch to enter a ventilation shaft. Follow the shaft until you emerge in a small break room. In this room, enter an overhead vent and follow the shaft to the Intel Room. Drop down from the shaft into the Intel Room and take cover against the low wall nearby. Using a Sticky Camera, release Sleeping Gas to neutralize the two guards that are patrolling the room. Once these threats are neutralized, plant the virus on the computer in the room.

Terminal A

From the Intel Room, exit into the hallway and jump up to the pipe running overhead toward a security camera. While on the pipe, deploy the Tri-Rotor and guide it into the shaft on the wall across from the security camera. Guide the device through the shaft. Once it exits on the other end, guide it into another shaft on the left wall. As the device exits into the Press Room, use a Sticky Shocker to neutralize the Drone Operator across the room from where the shaft exits. Recall the Tri-Rotor and use the pipe to bypass the security camera in the hallway. Enter the Press Room and plant the virus into the terminal behind the podium.

Terminal C

Now, only one terminal remains. To locate it, pass through the door to the right of the podium and up the stairs to pass through another door. In the left corner of this room, there is a hatch on the floor. Enter it and use the shaft to exit into a hallway. Be careful to not be seen by the Heavy Infantry soldier in this hallway. Make your way to the opposite end of the hallway and enter the vent you find there. After exiting the vent, enter the door on the left side of the room, which opens to the secretary of defense's office. Neutralize the guard you discover within the office and plant the virus in the computer.

High Value Target

As you approach the elevator, the High Value Target for the mission arrives. Capture him without being seen by the Heavy Infantry soldier down the hallway before you continue.

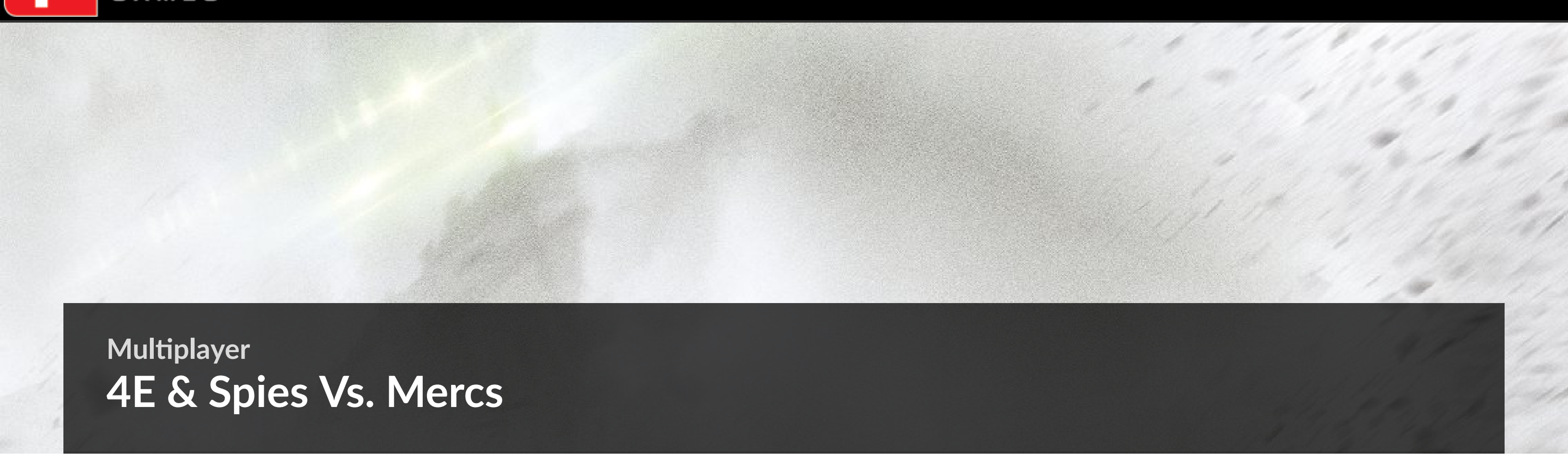
Now that the HVT is in custody, proceed down the hallway and around the corner to the right. The Heavy Infantry soldier patrols this hallway, so wait until he is moving toward the secretary of defense's office before you advance. At the end of the hallway, you will come across a door. To the left of that door is a vent. Enter the vent and pass through to a small maintenance crawl space. Use the control panel you find there to activate the virus and initiate the lockdown to draw Sadiq out and into the open.

ASSAULT

The War Room is perfect for attracting the hostiles into a trap. Drop down from the vent into the War Room halls. Two guards are engaged in conversation at the first junction. Fire on them to engage the detection phase. Wait for the hostiles to amass within this junction and deploy a Sleeping Gas canister to neutralize them. Expect Drones to arrive soon after, along with Heavy Infantry soldiers. There are two Heavy Infantry roaming the halls, so feel free to eliminate one with your remaining Incendiary Grenade, but keep in mind that another will soon be on his way. After all the hostiles are eliminated, the only threat left is the Drone Operator and his machines. The Drones are easily circumvented by running past them, as their explosives do not arm quickly enough as you pass by to cause you damage. From the start, run left, then right, and left again. You arrive at the Press Room, where the Drone Operator is found. Put a bullet in his head to end the robotic terrors, leaving you free to infect the terminals and complete the objective.

Note

The sequences that follow are a series of quick-time events and are not dependent on a particular playstyle.



Multiplayer

4E & Spies Vs. Mercs

When you want greater challenge outside of the Splinter Cell: Blacklist Campaign mode, grab a few friends and engage in 4E Missions and Spies Vs. Mercs for split-screen and online play! 4E Missions, or 4th Echelon Missions, allow you to engage in either Co-op or Solo play to show off the skills and know-how you learned during the Campaign. You have the choice to play 16 missions featuring a range of scenarios, including grabbing valuable intel and surviving wave-after-wave of hostiles. Spies Vs. Mercs is a battle for supremacy in either 2 vs. 2 or 4 vs. 4 matches ranging from Extraction and Uplink Control to SvM Blacklist and Team Deathmatch. Since each faction has certain strengths to get the job done, it will be important to work together as a team to achieve success! Be sure to study each subclass before you hit the battlefield to maximize your chances of victory! Best of all, whether you play 4E Missions, Spies Vs. Mercs, or the Campaign mode, the money you earn can be spent to help you further customize and develop your character. Hours of supercharged action and stealth await you online!

4E Missions

4E Missions, or 4th Echelon Missions, are a new feature to the Splinter Cell franchise. Like the Campaign, you can earn money by completing 4E Missions. To engage in these special missions, talk to your 4th Echelon team members, or captives, aboard the Paladin. There are 16 missions, and you can select them from the SMI Map. Pressing the appropriate button enables you to see each mission and its location on the world. The great thing about 4E Missions is that you can play all of them with a friend in Co-op, and 12 of the 16 missions can be played Solo. The available options are:

- Split-screen: Play side-by-side in a private Co-op match.
- Online: Play with a friend in a public Co-op match, or find a random teammate.

Prior to each mission, you will be able to customize your inventory like you would prior to a Campaign mission. Additionally, all items you've purchased will be available in 4E.

Here is a breakdown of the available missions:

Briggs Missions (Co-op Only)

Sam and Briggs must work together to get to the root of a nuclear weapons smuggling operation, one whose roots reach back to one of 3rd Echelon's darkest secrets.

Briggs's missions are only available for Co-op play.

Charlie Missions (Co-op/Solo)

Infiltrate an embassy to retrieve valuable intel. The Engineers will try to stop you from getting out by sending waves of attackers to stop you. To get past one wave and move on to the next, you must knock out or kill all hostiles. Survive at least five waves to earn the right to extract from the battlefield, or you can stay and fight for another five waves, up to 20, for a larger extraction bonus. If you complete a wave without dying or retrying, you will earn additional bonus points. At every fifth wave, one or more High Value Targets will appear, and you must capture them nonlethally before time runs out. Failure to capture them immediately ends the match.

Charlie missions are available for both Co-op and Solo play.

Grim Missions (Co-op/Solo)

Complete three objectives involving collecting intel and planting wire taps, and extract while remaining undetected. Try to leave as little evidence as possible, avoid hostiles rather than killing or incapacitating them. Every time you complete an objective, you will earn Ghost points for every hostile untouched, resulting in an Objective Bonus. However, if hostiles hear your activities or find a body, they will go on high alert, and no further Objective Bonus will be awarded.

Grim missions are available for both Co-op and Solo play.

Kobin Missions (Co-op/Solo)

Fashioned like the Campaign missions, in the Kobin Missions you must kill or knock out all hostiles in an area to proceed while collecting Dead Drops, Blacklist Laptops, and High Value Targets (HVTs). If you are detected at any time, remaining hostiles will call in reinforcements. Clear an area without triggering reinforcements for Bonus Points when you complete a mission.

Kobin missions are available for both Co-op and Solo play.

Multiplayer: Spies Vs. Mercs

It's power versus stealth as players take on the roles of nimble Spies and powerful Mercs. Competing in teams, you must work to complete objectives, and take down enemies, in the following gameplay modes:

SvM Blacklist: Games of 4 vs. 4, consisting of two rounds each. In the first round, one team plays Spies and the other team plays Mercs. In the second round, the teams switch roles. In each round, the Spy team must hack three terminals scattered across the map. The Merc team, consequently, must prevent the Spies from succeeding. The strategy is straightforward: Mercs must kill the Spy hacking the terminal while the Spy team must defend the hacker and keep them safe. At the end of the two rounds, the team that hacked the most terminals wins. If both teams tie, the team that made the most progress on the remaining terminal wins.

SvM Classic: A classic spin on Spies Vs. Mercs. Games feature teams of 2 vs. 2 in a game of light and shadows, with Spies vanishing in the dark. No customizations are available, as Spies have night vision while Mercs carry flashlights.

Extraction: Games are 4 vs 4 and consist of two rounds. In the first round, one team plays Spies while the other team plays Mercs; in the second round, the teams switch sides. In each round, the Merc team must collect a briefcase of intel from the Spy base and carry it back to the Merc base in order to "capture" it. At the end of the two rounds, the team with the most captures wins.

Uplink Control: Games are 4 vs. 4, but the teams can be a mixture of both Spies and Mercs. Each team begins the round with one Uplink, and then must try to capture the remaining uplinks by holding them for a period of time. Only one Uplink can be active at a time. At the end of the round, the team controlling the most Uplinks wins.

Team Deathmatch: Games are 4 vs. 4, but the teams can be a mixture of both Spies and Mercs. The goal is simply to kill as many members of the opposing team as possible. Whichever team has the most kills at the end of the round wins.

Performance Match Scoring

After each match, you will be scored on your performance. Winning the match, completing objectives, assisting teammates, and killing opponents all add to your score. In public matches, your score is converted into money and XP (experience points), helping you level up.

Leveling Up

Your score earns you both money and XP, which enables you to level up. When you level up, you will also be awarded Unlock Tokens, which are required to access more advanced gear. Reaching Elite Levels 50 and above earns Elite versions of each Torso armor part.

Spies: Overview

Spies play from a third-person perspective, and have the ability to climb up walls, pipes and vents, hang off ledges, and lurk in the corner. They can also Shadowblend, meaning they will disappear from enemy sight while in shadow. Lacking heavy weapons and armor, Spies are fragile in a shootout. The best strategy is to sneak up on an enemy from behind or drop from above for an instant kill.

Spy Subclasses

Spies can equip one of three pieces of Torso armor to gain special abilities:

Intel Scout: Equipped with the Intel Suit, Scouts can tag all enemies in the vicinity. Tag information is shared withal teammates.

Predator: Equipped with the Digital Ghillie Suit, Predators can cloak for a short time to be nearly invisible to enemies.

Saboteur: Equipped with the Overcharge Suit, Saboteurs can make mines and grenades explode against their owner. Overcharge also depletes the Special Ability resource of nearby enemies.

Spy Vision Modes

Spies can equip one of three following vision modes:

Thermal: Reveals in real-time nearby enemies by their heat signatures.

EMF: Analyzes in real-time electromagnetic fields to detect electronics emitted by enemies or gadgets.

Sonar: Uses intermittent high-frequency sound pulses to locate enemies through walls.

Spy Gadgets

Spies have the following gadgets available to them:

Smoke Grenade: Fills the area with opaque smoke, covering your movements.

EMP Grenade: Generates a miniature electromagnetic pulse, disabling nearby lights and destroying enemy gadgets.

Flashbang: Creates a flare and concussive blast, blinding enemies.

Sentinel: Harmlessly neutralizes incoming enemy grenades and drones.

Sticky Camera: Sticks to walls and other surfaces to give you a remote view, and is great for using as a decoy or detonating to kill nearby enemies.

Mercs: Overview

Mercs play from a first-person perspective. Equipped with heavy weapons and armor, Mercs can tear through their opposition in open combat. Unlike Spies, Mercs can't climb ledges or hide in cover. Their best strategy is to maintain long sight lines to shoot down attackers, while being mindful of not walking into an ambush.

Mercs Subclasses

Mercs can equip one of three pieces of Torso armor to gain special abilities:

Peacemaker: Equipped with the Adrenaline Suit, Peacemakers can increase their speed, have better vision in the dark, instantly heal, and temporarily boost their regeneration.

Hunter: Equipped with the UAV for remote-control recon, Hunters can deploy a drone and detonate it near enemies to neutralize them.

Disruptor: Equipped with the Disruptor Suit, these Mercs can disable gadgets and scramble enemy vision modes by tagging systems, leaving them blind. Disruptor also disables all enemy Special Ability activation.

Merc Vision Modes

Mercs can equip one of three following vision modes, which will always be active once equipped:

Motion Tracker: Detect enemy fast movements. Vision doesn't detect Spies who move in crouch or on ledges.

RFD: Uses radio frequencies to detect enemy electronic signatures emitted by gadgets and the use of vision modes or special abilities.

ATS: The Acoustic Targeting System locks onto the sound of explosions and weapons fire. It also detects enemy movements at close range.

Merc Gadgets

Mercs have the following gadgets available to them:

Frag Grenade: Detonates in a spray of shrapnel, doing massive damage in an area.

Proximity Mine: Sticks to walls and floors, detonating when enemies get close.

Intel Device: Sends an intermittent beam that tags enemies within range.

VX Gas Grenade: Fills the area with an incapacitating chemical mist that kills enemies over time.

Resupply Pack: Refills weapon and gadget ammunition for yourself or a teammate.

Videos - Coming Soon

Videos - Coming Soon

Videos Coming Soon